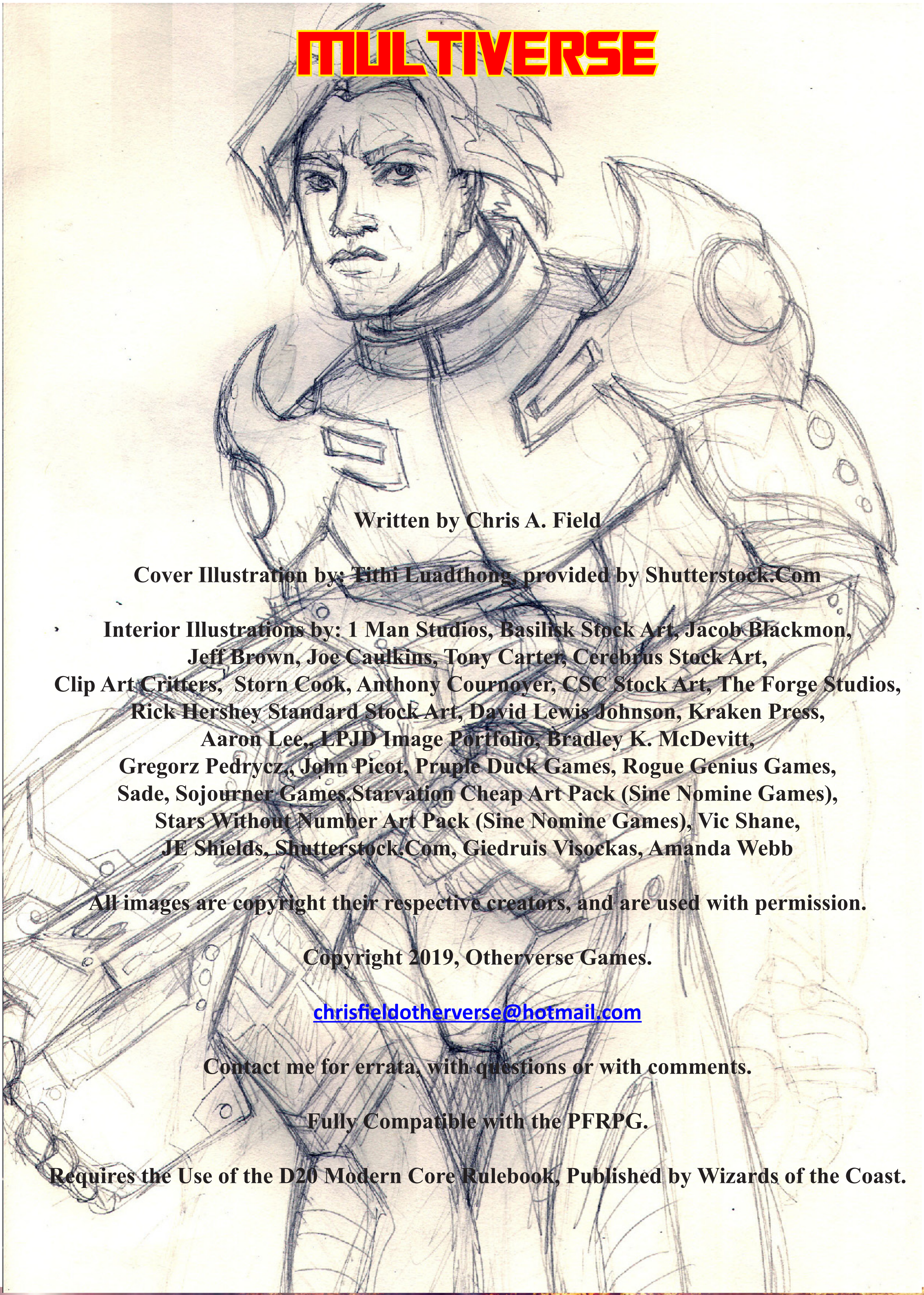
ENCHANTMENTS OF THE
MULTIVERSE

CHRIS A. FIELD

OGL
3.5 SYSTEM COMPATIBLE

ENCHANTMENTS OF THE MULTIVERSE



Written by Chris A. Field

Cover Illustration by: Tithi Luadthong, provided by Shutterstock.Com

Interior Illustrations by: 1 Man Studios, Basilisk Stock Art, Jacob Blackmon,
Jeff Brown, Joe Caulkins, Tony Carter, Cerebrus Stock Art,
Clip Art Critters, Storn Cook, Anthony Cournoyer, CSC Stock Art, The Forge Studios,
Rick Hershey Standard Stock Art, David Lewis Johnson, Kraken Press,
Aaron Lee,, LPJD Image Portfolio, Bradley K. McDevitt,
Gregorz Pedrycz,, John Picot, Pruple Duck Games, Rogue Genius Games,
Sade, Sojourner Games,Starvation Cheap Art Pack (Sine Nomine Games),
Stars Without Number Art Pack (Sine Nomine Games), Vic Shane,
JE Shields, Shutterstock.Com, Giedruis Visockas, Amanda Webb

All images are copyright their respective creators, and are used with permission.

Copyright 2019, Otherverse Games.

chrisfieldotherverse@hotmail.com

Contact me for errata, with questions or with comments.

Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast.

Technology Unleashed introduced dozens of new, high-technology concepts to the *Pathfinder Roleplaying Game*. New weapons, new player races, new spells and gadgets. One thing the massive sourcebook lacked was new magical items: the intersections of new technology and ancient traditions.

Enchantments of the Multiverse is a huge, consolidated magic item sourcebook that gathers up virtually every magic item produced for Otherverse Games modern and futuristic campaign settings from multiple sourcebooks.

The only exceptions are Black Tokyo's magic items, which receive their own massive sourcebook, and many of Otherverse America's Earth-bound magic items, which will be supported with an upcoming book of their own. The Lifespawn magic items from *God Machines,* the grungy, sleezy stuff from *Heavy Weapons and Even Heavier Weapons,* the cartoon inspired magic items from *Cosmic Toybox* and the 90s superheroic items from *Shades and Spandex* are all here. And these old favorites have been joined by hundreds of new major and minor items, expanded modern spells suitable for most modern and futuristic worlds, simplified and revised rules for Pleasure weapons and a few additional suprises.

Enchantments of the Multiverse is intended as a big, highly useful reference to years of Otherverse Games output, offered at a bargain price. Enjoy.

NEW TECHNOLOGY

Any weapon, piece of armor or bit of equipment mentioned in this sourcebook that is not found in either the *Pathfinder Roleplaying Game* SRD or the *D20 Modern* SRD can be found in *Technology Unleashed* (Otherverse Games, 2016). If you don't recognize some new piece of gear, look at *Technology Unleashed* first.

OTHER SPELLS

If you see an unfamiliar spell in a magic item description with its name written in red text, this new spell is fully in this sourcebook. Original spells with their origins in a different Otherverse Games product will be superscripted for easy reference.

There will be relatively few spells from these secondary sources in this sourcebook. If you don't see any such notation about a spell's point of origin, it can be found in the *Pathfinder Roleplaying Game* SRD somewhere. Psionics are found in Dreamscarred Press' *Ultimate Psionics.*

ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio.**

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverse Games products.

NEW SPELL DESCRIPTORS AND CONCEPTS

This is a general list of every new spell descriptor used in Othervese Games campaign settings that appears in this sourcebook.

LIFESPAWN

Spells with the ***Lifespawn*** descriptor summon, manipulate or otherwise interact with creatures of the Lifespawn subtype, described fully in Horrors of the Lifechain (Otherverse Games, 2015) or the upcoming Horrors of the Multiverse (Othervese Games, 2019).

ENERGY TYPE: PLEASURE

Pleasure weapons and spells inflict damage of a new type: Pleasure. Pleasure damage is a kind of mental energy damage; it inflicts hit point loss, and certain kinds of resistance can offset or eliminate the damage caused by Pleasure weapons (for instance, a character could gain Pleasure Resistance 5 or Pleasure Resistance 10).

Mindless and emotionless creatures, as well as those with extremely unusual anatomies, are immune to Pleasure damage. A good rule of thumb is that creatures of the Vermin, Construct and Ooze type are always immune to Pleasure damage, and other types, such as Outsiders and Aberrations **may be** immune to Pleasure, at the game master's discretion. There are case-by-case exceptions of course. For example, though *Otherverse America's* Heavy Cyborg player race are technically Monstrous Humanoids, they are immune to Pleasure attacks. Conversely, certain kinds of human-like androids and sentient robots (such as *Heavy Future's* Erobots) are susceptible to Pleasure attacks. Again, the gamemaster must make the call as to whether a particular race can be affected by Pleasure damage, especially in the case of third party or home-brewed races.

WILL SAVES AND PLEASURE WEAPONS

Pleasure weapons and attacks offer extremely high base damages, usually 3 or 4 attack dice, even before abilities like Double Tap are taken into account. However, a target struck by a Pleasure attack attempt a DC 15 WILL Save to halve the damage.

If the target has ever been reduced to 0 HP or fewer by Pleasure weapons, they suffer a permanent -4 circumstance penalty on all WILL Saves to halve the damage from Pleasure weapons. Once a creature has failed to save against Pleasure weapons during an encounter, they suffer a -10 penalty on WILL Saves to halve the damage from future Pleasure attacks made during that encounter. These two penalties are not cumulative.

Revision Note

These rules for Pleasure Weapons supercede those in Technology Unleashed. Based on some comments from readers, I simplified how Pleasure weapons are resisted, because the old rules added book-keeping without adding fun.

MAGIC ITEM SIZING FOR TRANSFORMING ROBOTS

Battlechangers can vary in size considerably, far more than the members of virtually any other species. A human-sized Battlechanger might fight alongside allies standing 5 meters tall, 20 meters tall or even bigger. As a result, there is no 'default size' for Battlechanger magic items as there are for similar magic items forged by humans, Elves, Neverborn, POETICA or other size-locked species.

This diversity of scale can make placing treasure for Battlechanger characters a bit difficult. Even if your band of heroic Freegear rebels manage to take down a Tyrakron kill-squad, the size disparity between the two sides means the Freegear might not even be able to lift their fallen foe's weapons to scavenge them! There's three ways to approach this, as a game master.

Ignore It!

The first way simply ignores this difference in scale. Just assume that species-specific enchantments woven into every Battlechanger-built magic item allow these items to resize themselves automatically for any Battlechanger that picks them up. For example, an enchanted plasma axe sized for a Huge robot scales up, in size, weight and damage dice when wielded by a Gargantuan owner, and likewise downscales automatically when wielded by a Large or Medium Battlechanger. These enchantments don't resize the weapon if it's wielded by a member of another race: that Huge plasma axe remains Huge when a human hefts it and struggles to swing it.

These additional enchantments are basically a cosmetic special effect, which has no in-game effect on the magic item's construction cost or creation requirements. This approach is simple, but it's quick and dirty and not really balanced. It gives the magic weapon an additional power that is useful even if minor, at no cost. However, ignoring scale is a time-honored tradition in the *Transformers* fandom, and this approach is most similar to the approach taken by most inspirational media.

Trans-Scaling: An In-Game Solution

The second approach is to add a new magical weapon and armor property: ***Trans-Scaling***. This property is relatively minor and easy to add, meaning Battlechanger occult-tech costs a bit more, but not too much more.

Assume every Battlechanger magic item in this sourcebook has the Trans-Scaling property and increase the cost and modify the construction requirements accordingly if you choose to use this method. Most weapons and armor presented in this sourcebook omit the Scaling property by default. That way, even if you don't allow actual Battlechanger characters, but still want to wield some *Transformers*-inspired weapons in an otherwise normal campaign, you can without having the items all be locked out because they are Battlechanger-exclusive.

JUST DEAL WITH IT, TINY ROBOT!

Finally, you can just add an additional layer of randomness and some extra difficulty to a Battlechanger hero's quest for new gear. Unless specifically noted, weapons and armor do not automatically scale, nor is the Scaling property in wide use. Battlechanger gear found as random loot might be any size. Roll randomly to determine the size of found magic gear; it requires expensive and difficult modification to change the size of a particular item.

Random Battlechanger Magic Weapon or Armor Size (d20)
1: Sized for a Tiny or smaller wielder/wearer
2-3: Sized for a Small wielder/wearer
4-5: Sized for a Medium wielder/wearer
6-11: Sized for a Large wielder/wearer
12-17: Sized for a Huge wielder/wearer
18-19: Sized for a Gargantuan wielder/wearer
20 Sized for a Colossal wielder/wearer
This chart is weighted in favor of Large and Huge wielders.

TRANSFORMING IN ARMOR

Battlechangers rarely wear additional external armor because their metallic bodies are nearly invulnerable as is, and wearing manufactured armor can impede their ability to transform. Battlechangers wanting magical armor properties and enhanced protection use Shannix to custom-build special armor, gaining these defenses as innate qualities.

However, some Battlechangers prefer to bolt on external armor, becoming nearly unkillable behemoths protected beneath multiple layers of protective alloy. Many pieces of Battlechanger-forged magic armor have the ***Blow-Off*** magic armor property.

MAGIC ARMOR QUALITIES

These new magical armor qualities are common to armor worn in various Otherverse Games campaign worlds.

ANTHRO-ADAPTIVE

Anthros come in a wide variety of forms and morphologies, and Anthro-Adaptive armor reshapes itself to accommodate wearers of radically different shapes without compromising protection.

An Anthro character can physically manipulate and modify armor with this property, requiring one minute of physical contact with the armor. The Anthro-Adaptive enchantment reshapes the armor to accommodate the Anthro's new form, such as developing armor plating to cover wings, additional openings for limbs, the helmet reshaping to accommodate a muzzle or antlers, and so forth.

The armor can resize itself by one size category in either direction, so Anthro-Adaptive armor originally sized for a Medium Anthro can also be comfortably worn by a Large or Small Anthro. Other armor properties, including the *Space Suit* property, if present, do not change.

- Faint Conjuration (*instant armor*) or Transmutation (*make whole*); CL 3rd; Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro; Price +1 bonus

BLOW-OFF

Armor with the Blow-Off property is fitted with micro-explosive Fuelon charges that quickly and easily eject the armor from the wearer's reconfigurable body as he or she shifts from robot mode to alternate form.

The Blow-Off property may be added to any armor. Blow-Off armor is removed automatically, neatly folding or compressing itself into its inactive state, and appears in an adjacent square to the wearer when he or she transforms. This armor never impedes the transformation process, but is useless and unworn in alt-mode. Some armor with this property shifts position, stowing itself somewhere on the alt-mode, such as Blow-Off armor folding up and stowing in a vehicle-mode truck bed or roof-rack.

Only Battlechanger characters with alt-mode capabilities can benefit from this magical property, it is useless to most other characters. (For instance, a human-Battlechanger hybrid with the Battlechanger subtype can't purchase armor with this property and pretend to 'transform' so they can un-don worn armor without an action.)

- Faint Transmutation or Evocation if *burst bonds* is used; CL 1st; Craft Magic Arms and armor, either *break* or *burst bonds,* creator must be a Battlechanger; +1,000 gp

CHROMIUM

The Chromium armoring process was invented by Dr. Antonio Silvestri, as an adjunct to his work discovering the *Chromium Alloying* technique. Both techniques were inspired by the grace and beauty of Renaissance sculpture. Chromium armor incorporates tightly fitted bands of shape-memory alloys that gleam like gold, silver or platinum and closely follow the body's contours.

The Chromium quality can be added to any Impromptu, Light or Medium armor, but cannot be added to shields under normal circumstances. While wearing Chromium armor, the character becomes immune to critical hits inflicted by weapons that inflict any of the following damage types: Electricity, Fire, Force or Ballistic.

- Faint Abjuration ; CL 5th ; Craft Magic Arms and Armor, *masterwork transformation*, *transmetalization*; Price: +2 bonus

HEARTGUARD

This enchantment draws upon the wearer's lifeforce to reinforce the armor's magical protection and can be placed on any armor or shield.

When Heartguard armor is worn by a character with current Hit Points at least 75% of their maximum HP total, the bonus provided by the armor or shield is +2 better than normal. When worn by someone with current Hit Points at least 50% (but less than 75%) of their maximum HP total, the bonus provided by the armor or shield is +1 better than normal.

While equipped, the armor or shield provides a clue to the wearer's state of health. Deep rents and scrapes mar the items surface when the wearer is reduced to 75% of maximum Hit Points. When reduced below half HP, the armor or shield becomes visibly ruined, though it's gameplay statistics do not change. This cosmetic damage instantly repairs itself when removed from the wounded wearer or donned by a healthier wearer.

- Faint Abjuration; CL 3rd, Craft Magic Arms and Armor, *deathwatch, shield of faith*; Price: +1 bonus

LIFESTEALTH

Lifestealth armors are highly prized by Lifespawn warriors, as these artifacts blind the extrasensory powers of Lifechained apex predators. The Lifestealth property may be added to any magical armor. While wearing Lifestealth armor, the character cannot be detected by creatures using their Lifesense racial quality, and the wearer's Lifecount is reduced by a number equal to the armor's enhancement bonus for the purpose of predatory Lifechained abilities.

- Strong Abjuration; CL 12th; Craft Magic Arms and Armor, *lifeward*; Price: +3 bonus

RIVALING

No true rocker is going to let somebody blast them with a Musical weapon without answering back with a power riff of their own!

When the wearer of Rivaling armor is targeted by a Musical or Superior Musical weapon played with a Perform check, the wearer may make an attack of opportunity against the attacking musician. The attack of opportunity must be made with a readied Musical or Superior Musical weapon. This property does not allow the wearer to make more attacks of opportunity than they would normally be entitled to.

- Faint Transmutation; CL 7th; Craft Magic Arms and Armor, *musical warrior*; Price: +1,800 gp

SKULLGRIN

An armor or shield imbued with the *Skullgrin* property is decorated with ghoulish, skeletal motifs. Grimacing skeletal faces are etched into large areas, while smaller 'finger-bone' style decorations are etched into pieces of trim and smaller flat spaces. These items are designed to intimidate and terrorize.

While wearing a Skullgrin item, the wearer receives a +10 profane bonus on Intimidate checks made against good or neutral creatures. Against evil creatures, the bonus is merely +5.

Good or neutral characters who wear Skullgrin armor or carry a Skullgrin shield suffer a negative level, which never results in permanent level loss, but which cannot be removed while the item is equipped.

- Faint Necromancy; CL 3rd; Craft Magic Arms and Armor, *scare,* creator must be evil; Price +1 bonus

TRANS-SCALING

Trans-Scaling magic weapons, shields and armor are specifically enchanted for use by Battlechangers, and these items automatically resize to fit Battlechanger users of different size categories. Damage dice and weight scale up or down appropriately to the new user's size.

- Faint Transmutation; CL 1st, Craft Magic Arms and Armor, *BFG,* creator must be a Battlechanger; +1,000 gp

MAGIC WEAPON QUALITIES

Adventurers often carry magical weapons with the following new properties in Othervese Games campaign worlds.

COWARD-SPURNING

This weapon is especially accurate and lethal when wielded by a courageous warrior, but obstinately refuses to land a solid blow in the hand of a coward.

If wielded by a character with the Bravery class feature or one who is immune to fear, the wielder may add their Bravery to the damage inflicted with the weapon. (Thus a wielder with Bravery +3 would inflict 3 extra points of damage with a Coward-Spurning weapon.) This stacks with the weapon's enhancement bonus, and this additional damage is not multiplied on a critical hit. Immunity to Fear is considered to function as Bravery +5 for the purpose of wielding this weapon.

However, if the wielder succumbs to any fear effect, retreats in combat, or otherwise acts in a cowardly manner, for 24 hours, all Coward-Spurning weapons become more difficult to wield. During this time, the benefit of this property does not apply, and the wielder suffers a penalty on attack rolls with any Coward-Spurning weapon equal to either -3 or their negative Bravery, whichever is greater. This effect can be removed by gaining the benefit of either a *good hope* spell, an *atonement* or *remove curse* effect.

- Faint Divination; CL 3rd; Craft Magic Arms and Armor; *detect evil* or *detect thoughts,* creator must have the *Bravery* class feature; Price: +1,000 gp

FUELON CHARGED

Fuelon Charged weapons have large portions of their functional surface replaced with luminous pink-violet crystal, designed specifically to channel Fuelon energy to increase the weapon's effectiveness. All Fuelon Charged weapons have a port somewhere on the device to accept a Fuelon Crystal.

As a standard action, the wielder can sacrifice a Fuelon Crystal of any size by pressing it to the port. Doing so enhances the Fuelon Charged weapon's capabilities for 1d6+1 rounds. The Fuelon Crystal provides the weapon with an temporary additional Enhancement Bonus which stacks with the weapons existing enhancement bonus to a maximum of +10. The size of the Fuelon Crystal sacrificed determines the benefit gained.

Fuelon Crystal Size	Additional Enhancement Bonus.
Least	+1 bonus
Lesser	+2 bonus
Greater	+2 bonus and provides the weapon with the Brilliant Energy quality for the effect's duration

- Moderate Evocation; CL 15th; Craft Magic Arms and Armor; *fuelon explosion;* Price +2 bonus

HELL'S OWN

Hell's Own weapons burn, blast and stroke their opponents into screaming bits and pieces, manufactured by Cosmic Satanist armorers for maximum destruction.

The Hell's Own quality can be added to any magical weapon with the *Flaming/Flaming Burst*, *Pleasuring/Pleasuring Burst* or *Thundering* properties. The Hell's Own weapon inflicts a additional dice of damage of the special energy type on a successful hit.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor, creator must have a Cosmic Satanist patron deity/philosophy plus initial creation requirements; Price +2 bonus

INFINITE AMMUNITION

Advanced firearms and energy weapons can be enchanted so they can fire forever, never hitting an empty chamber or a dry power cell. Any firearm or energy weapon can be enchanted with the infinite ammunition property. The weapon never runs out of ammunition or charge, and never needs to be reloaded.

- Faint Conjuration; CL 3rd; Craft Magic Arms and Armor, *infinite ammunition*; Price +1 bonus

INTEGRAL

Integral weapons are Lifechained-specific bio-machines which can meld into the bodies of Lifespawn of a particular bloodline. Each Integral weapon is keyed to a specific Lifespawn bloodline, such as the Choir, the Mother or the Genesis, among others. A wielder of this bloodline can merge the Integral weapon into their body, or expel it into their hand, ready for operation, as a swift action. Effectively, the wielder is treated as if possessing the Quick Draw feat with the Integral weapon.

While merged, the Integral weapon appears as a small cybernetic or techno-organic node on the wielder's forearm, wrist or hand. While the node can easily be noticed visually or with simple touch, it cannot be detected as a weapon by conventional scanners while merged. An Integral weapon that is merged with its wielder regains full Hit Points if damaged and removes the broken condition. There is no limit to the number of Integral weapons a character can have merged into their body at any given time.

- Faint Transmutation; CL 3rd; Craft Magic Arms and Armor, creator must have Awakened Heritage of the same bloodline as the weapon is to become Integral to; Price +1 bonus

Similar Properties

Battlechanger-Integral weapons bond in an identical manner to creatures with the Battlechanger subtype, becoming a part of their bio-mech anatomies when stowed. Substitute the Battlechanger subtype for Awakened Heritage in the creation of these items and in their usage.

MUTIE BONE

Exactly as their name implies, Mutie Bone weapons are forged from mystically strengthened bone taken from the bodies of Mutant warriors – sometimes a relic of the dead, other times, a painful sacrifice for the good of the species by a Mutant with phenomenal regenerative gifts.

The Mutie Bone quality can be added to any melee weapon.

When a Mutie Bone melee weapon is wielded by a creature with the Mutant subtype, the wielder can spend a swift action to either grant the weapon 10 ft reach (or base increase its reach by +5 ft if greater) for one attack.

- Faint Transmutation ; CL 3rd ; Craft Magic Arms and Armor, either *bull's strength* or *bear's endurance*, creator must have the Mutant subtype ; Price: +800 gp

OMENS

Weapons with the Omens property give their wielders a split-second's edge. Both the glowing, round-cut crimson gemstone set into the weapon's pommel, guard, or grip and the wielder's eyes flash with an intense red spark of ferocious tactical insight, as a blood-red aura surrounds the weapon, making it seem to grow in the wielder's hands.

Once per day, the wielder of a weapon with the Omens property can call upon its power as part of an attack action. For one round, anytime the wielder makes an attack roll with the Omens weapon, she rolls 2d20 and takes the better result. When making a damage roll with the Omens weapon, the wielder treats any 1s and 2s rolled for damage as 3s instead, and treats damage rolls of 3+ normally.

Omens Weapons are common and highly prized by Anthro warriors; both Psionic and Magical versions of these weapons exist.

Psionic Version

- Moderate Clairsentience; ML 10th; Craft Magic Arms and Armor, *Offensive Precognition, Offensive Prescience,* creator must be an Anthro; Price: +1 bonus

Magical Version

- Moderate Divination; CL 10th; Craft Magic Arms and Armor, *Anticipate Peril, True Strike*, creator must be an Anthro; Price: +1 bonus

Pleasuring

Upon command, a pleasuring weapon is sheathed in pink radiance that deals an extra 1d6 points of Pleasure damage on a successful hit. The radiance does not harm the wielder. The effect remains until another command is given.

- Moderate Evocation; CL 10th; Craft Magic Arms and Armor and *Breath of Ecstasy*; Price: +1 bonus

PLEASURING BURST

A pleasuring burst weapon functions as a pleasuring weapon that also explodes with Pleasure radiation upon striking a successful critical hit. The radiance does not harm the wielder. In addition to the extra Pleasure damage from the pleasuring ability (see above), a Pleasuring Burst weapon deals an extra 1d10 points of Pleasure damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of Pleasure damage instead, and if the multiplier is ×4, add an extra 3d10 points of Pleasure damage.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor and *Deadly Pleasures* or *Orgasm Mine*; Price +2 bonus

THE MULTIVERSAL GRIMORIE

ALCHEMIST FORMULA

First Level

Advanced Steel **–** remove the unhealing or slow healing racial qualities from a touched cyborg
Bacta Bolt – non-positive energy healing bolt restores 1d6 + caster level HP (maximum 1d6 + 8 HP)
Barbering – cut and style hair with a touch
BFG – increase the size and damage dice of a touched firearm or energy weapon
Bloodless Birth – deliver a child without pain or injury
Comfortable Act – enjoy sex with an alien creature regardless of anatomical differences
Condom When You Need One – conjure a single condom or other low-tech prophylactic
Cosmetic Alt-Modifications – alter a Battlechanger's cosmetic details, similar to re-scanning
Cosmetic Healing – removing scarring, tattoos and similar marks with a touch
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Detect Injured – perceive wounded creatures, even those trapped by rubble or out of line of sight
Detect Mutants – Discern all Mutants, their species and power levels within a 60 ft cone
Detect Radiation – see aura around radioactive objects and creatures
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Entropic Bolt – age target 1d6 years
Erobot Trans – immediately alter a touched Erobot's gender configuration
Fertility Control – magically prevent or ensure conception for a day
Glow Kiss – share the effects of a Glow joint with a creature you kiss
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat
Hard Reboot – touched machine resets itself
Haywire – touched machine behaves randomly for 1 minute/level
On Tap – conjure a mug of tasty beer
Pocket Pills – conjure a single dose of a non-prescription drug
Quick Cum – forced orgasm *stuns* victim for one round
Recharge Droid Tools – recharge Star Droid onboard tools with 3 or fewer daily uses remaining
Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis
Re-Energize – imbue a candy bar or energy drink with ability to remove *fatigue*
Sanitizing Touch – remove all microorganisms and forensic traces from one 5 ft cube
Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick
Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Smart Drug – transform a book or other media into a pill- just take internally to experience the work in a matter of seconds
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round
Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Vibrating Bed – vibrations make sex better on a touched bed
Work Around – transform a temporary jury-rigging into a permanent repair
Yuppie Workout – gain the benefits of an intense workout in seconds

Second Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Carnal Parasitism – one lover absorbs STR and CON bonus from their lover, becoming larger and more powerful, even as their lover weakens
Custom Mod – permanently modify or upgrade a touched piece of equipment
Cybernetic Gift – temporarily bestow a cybernetic implant on a willing subject for 1 hour/level
Diversity of Form – make minor but permanent cosmetic changes to an Anthro's anatomy
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*
Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours
Sensual Trembling – target creature is *shaken* until it has sex with a member of its own species
Sexual Reconfiguration – grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day
Spark Up – touched creature gains the Fire subtype and its melee attacks become flaming for 1 round/level
Transmetalization – Battlechanger's chrome hull renders them immune to Ballistic and Force damage
Tripglow – beam of black light *blinds* target for 1 round and has one of several lingering effects
Pit Crew's Speed – spell's recipient can make a Craft check to repair a mechanical device as a full round action but is *fatigued* afterward

Third Level

Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect
Fuel the Engine – provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels
Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
Maintenance Coffin – repair pod acts as *heal* and gradually restores HP and ability score damage to mechanical creature placed within
Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Recharge the Body – touch live electrical current to remove debilitating status conditions
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Therapeutic Cloning – clone a touched creature's organ or limb for future transplant
Trans-Furmation – transform a willing creature into an Anthro

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Century Machine – place a touched machine in storage for several decades, allowing it to remain in pristine condition
Damn Dirty Ape! – gain phenomenal strength and other simian traits
Gynoid Form – become a seductive chrome combat robot
Spark Up, Greater – touched creature gains intense Fire subtype and its melee attacks become *flaming burst* for 1 round/level
Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level

Fifth Level

Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level
Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode
Powerlink Bio-Implants – give a touched organic being a Powerlink feat as if it were a Battlechanger
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level

Sixth Level

Alien Hand – transform your hand into a mass of tentacles that deal 1d8+ STR bludgeoning damage and paralyze for 1d4+1 rounds
Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets
Ceremony of Remolding – create new Battlechanger life that is a physical duplicate of an existing robot
Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers
Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*
Function Reformatting – give a touched Battlechanger a completely new alt-mode and capabilities
Lifespawn Mutation – grant touched creature Awakened Heritage as a racial bonus feat
Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs
Pleasure Trap – hovering torture bed pins a target and inflicts 2d8 Pleasure/round
Powerlink Bio-Implants – give a touched organic being a Powerlink feat as if it were a Battlechanger
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level

BARD SPELLS

Zero Level

Date – accurately determine the age of a touched object
Fertility Control – magically prevent or ensure conception for a day
Flash Download – instantly download data regardless of size or connection speed
Hacker Spark – receive a +5 competence bonus on the next Computer Use check you make
Hard Reboot – touched machine resets itself
Haywire – touched machine behaves randomly for 1 minute/level
Hip Speak – communicate in magical slang not easily understood by adults or the religious
Date – accurately determine the age of a touched object
Fertility Control – magically prevent or ensure conception for a day
Flash Download – instantly download data regardless of size or connection speed
Hacker Spark – receive a +5 competence bonus on the next Computer Use check you make
Hard Reboot – touched machine resets itself
Haywire – touched machine behaves randomly for 1 minute/level
Glow Kiss – share the effects of a Glow joint with a creature you kiss
Locate Shop – find a particular business
Lust Glimmer – perceive a faint aura around those who find you sexually attractive
Media Mend – repair a damaged piece of media (such as a CD or tape) by touch
Media Modernization – upgrade an outdated storage media to a modern device with a touch
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Tit Show – armor gains the Near Nudity property for one round
Tweet – send a 128 character message to a known electronic device
Universal Greeting – send a message of peace or war that is universally understood
Vibrating Bed – vibrations make sex better on a touched bed
World of Origin – determine a touched creature's home planet or station
Yuppie Workout – gain the benefits of an intense workout in seconds

First Level

Bathroom Wall Wisdom – retry a failed Knowledge check at a +5 luck bonus thanks to useful bathroom graffiti, or make a simple

gather information check
Bigoted Perception – craft an illusory disguise based on the mark's prejudices
Bounty Head – learn who is paying the best bounty on a known or touched criminal
Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target
Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack
Comms Intercept – perceive electronic signals within range
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Glam Guise – all creatures perceive you as sexually attractive, regardless of gender and orientation
Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell
Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Lesson in Manners – punish a target for rude behavior via non-lethal damage
Live Recording - transmit a live performance to any device capable of storing it within range
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Orgasmic Instrument – roll both Perform (sexual) and Perform (instrument) and take the best result for a sexy, lewd performance
Pride of the Collection – summon a unique art object from a parallel timeline
Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round
Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick
Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better
Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction

Second Level

Break Gestalt – force a Gestalt Battlechanger out of its combined form if it fails a WILL Save
Electric Transition – short range teleportation via a bolt of lightning
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Eye Cameras – transmit an hour of your experiences within the past 24 hours to a nearby device
Forced Transformation – force a Battlechanger into its alt-mode if it fails a WILL Save
Hardlight Avatar – conjure a personality-based holographic image to scout for you
Open All Night – conjure phantom employees to briefly reopen a closed business
Reflect the Camera – reverse the angle of a photograph to see additional details
Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds
Tripglow – beam of black light *blinds* target for 1 round and has one of several lingering effects
Visual Feast – become immune to hunger and thirst so long as you watch others eat and drink

Third Level

Comms Scrambling – listen in on or jam electronic signals within range
Dead Celebrities – summon a ghostly musician that provides a +2 aid bonus on Perform checks and attacks with musical weapons or maintains concentration on bardic effects for you
Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect
Expository Geomorph – conjure a glowing, multifaceted crystal that answers your questions
Kingly Bulk – impressive belly provides DR 10/evil and slashing and +4 holy bonus to CMB/CMD, but reduces mobility
Identify Subject – learn the identity of a photographed creature
Musical Warrior – transform a musical instrument into a Musical weapon for 1 round/level
Photomapping – learn the location where a photograph was taken
Pirate's Registration – starship is wrapped in an illusion that conceals its ID with forged registration and ELINT information
Robotic Logic – the subject's mind becomes machine like, providing a +2 enhancement bonus to INT and providing immunity to mind affecting abilities at the cost of becoming unemotional
Traveling Band – increase a touched vehicle's travel speed, cargo and passenger capacity

Fourth Level

Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible
Falsify Comms – intercept an electronic signal and replace it with an altered signal of your own devising
Machine That Kills Fascists – guitar becomes a +2 anarchic mini-gun
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Purple Haze – cloying vapors *confuse* those within and may cause unconsciousness
Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon
View Datasphere – powerful divination allows you to view virtually any online information available about viewed creatures, no matter how well secured or hidden

Fifth Level

Deep Scan – learn the identity, condition and capabilities of a designated starship
Ninja Invasion – summon a small army of Ninja Cultists to fight on your behalf

Sixth Level

Disco Grenade – targets dance uncontrollably, becoming *helpless*, dropping held objects and failing saves against Sonic spells and effects for 1 round/level
Furpile – Anthro allies rest together briefly to temporally gain Regeneration and several hours worth of bedrest in just a few rounds
Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks
Rainbow Stage – conjure a huge performance stage or arena that provides a +5 circumstance bonus on Perform checks and extends the range of bardic abilities and spells used within
Stellar Stage- create an area in deep space where gravity is normalized and sound travels as if within an atmosphere, surrounded by a force shield that reduces the effectiveness of most long-ranged energy weapons
Traveler's Passport – teleport flawlessly to the customs checkpoint of any country or region you've previously visited

CLERIC SPELLS

Zero Level

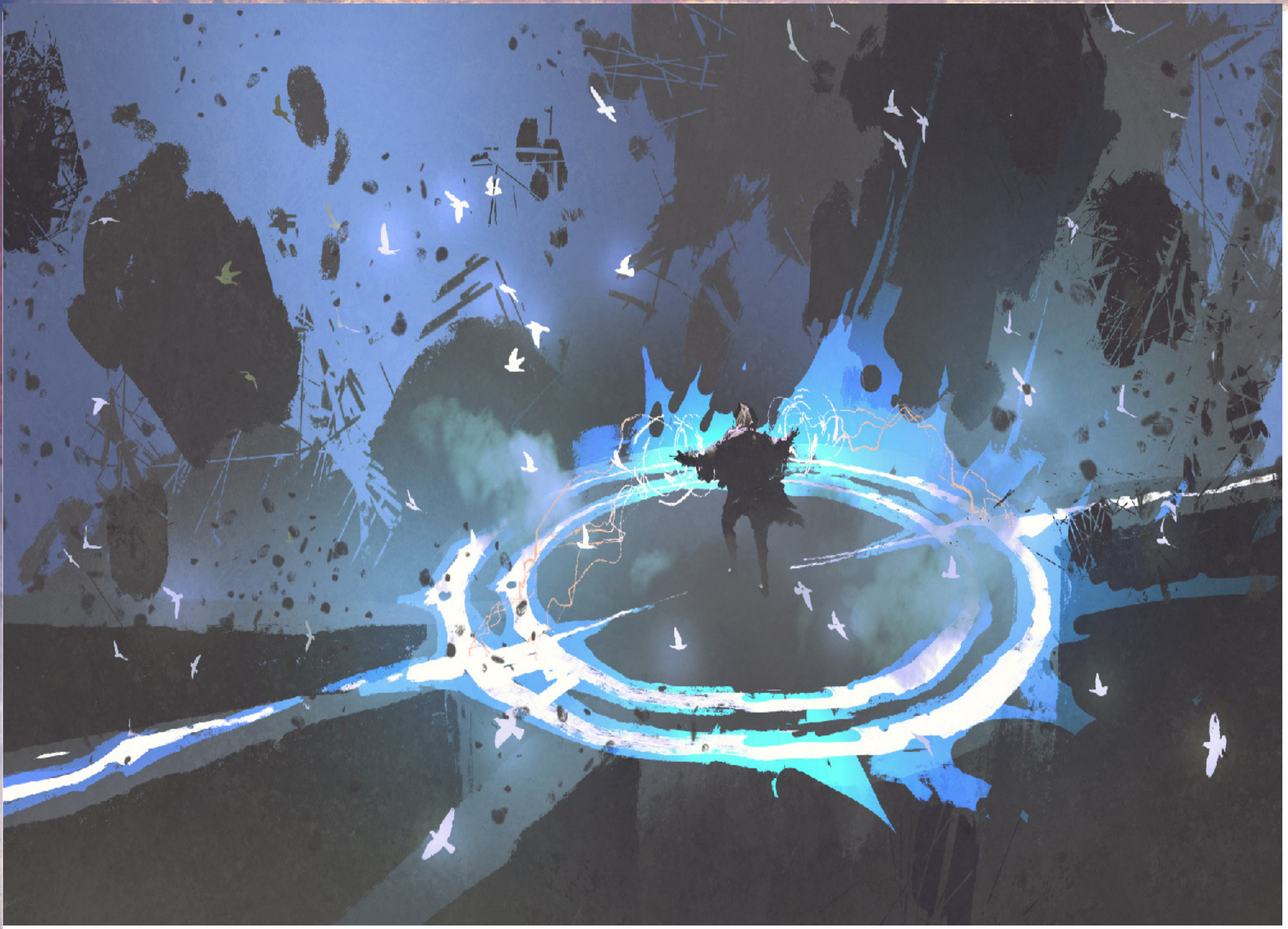
Bloodless Birth – deliver a child without pain or injury
Cosmetic Healing – removing scarring, tattoos and similar marks with a touch
Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Glow Kiss – share the effects of a Glow joint with a creature you kiss
Haywire – touched machine behaves randomly for 1 minute/level
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform
Locate Shop – find a particular business
On Tap – conjure a mug of tasty beer
Re-Energize – imbue a candy bar or energy drink with ability to remove *fatigue*
Spaceboots – touched footwear becomes magnetized briefly, like a pair of mag-boots
Tit Show – armor gains the Near Nudity property for one round
World of Origin – determine a touched creature's home planet or station

First Level

Atmos Field – low powered force field prevents atmosphere loss from warded area
Crash Balloon – thick padding protects against impact
Detect Injured – perceive wounded creatures, even those trapped by rubble or out of line of sight
Detect Mutants – Discern all Mutants, their species and power levels within a 60 ft cone
Detect Radiation – see aura around radioactive objects and creatures
Emergency Space Suit – conjure a Space Suit around yourself or a willing target
Entropic Bolt – age target 1d6 years
Fuelon Charge, Lesser – restore 1 Fuelon to a Battlechanger with none
Gravelight – see graves, both hidden and obvious
Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Neurogram – view a creature's dreams as a hologram
Re-Energize – imbue a candy bar or energy drink with ability to remove *fatigue*
Quick Cum – forced orgasm *stuns* victim for one round
Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction

Second Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Alt-Lock – freeze a Battlechanger in its current mode
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack
Confused Violence – targets attack the creature in the Initiative order immediately after their intended target, which may be friend or foe
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Fuelon Charge – touch restores Fuelon to a Battlechanger
Ghost Nurse – summon a benevolent phantom that heals the wounded
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat
Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*
Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell
Internal Fires – burn the target alive from the inside out
Lesson in Manners – punish a target for rude behavior via non-lethal damage
Pacifician Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks
Satanic Skull – conjure candy that gets non-good creatures nicely



high, and poisons good creatures
Shahteyan Puberty – female subject gains +2 WIS and CON for 1 minute/level plus an awesome bush
Transmetalization – Battlechanger's chrome hull renders them immune to Ballistic and Force damage
Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level

Third Level

Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level
Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect
Consumerism Beats Violence – turn all weapons in a 30 ft burst into useless household goods for 1 round/level
Disintegrate Armor – destroy a target's non-magical armor and shields
Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim
Emergency Space Suit, Superior – as Emergency Spacesuit, but either summons a single Advanced Space Suit with accessories, or provides simple Space Suits to multiple recipients
Improbable Weapons - exaggerated weapon becomes harder to wield, but hits harder
Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command
Kingly Bulk – impressive belly provides DR 10/evil and slashing and +4 holy bonus to CMB/CMD, but reduces mobility
Luck of Heroes – opponents have difficultly confirming critical hits against you
Recharge the Body – touch live electrical current to remove debilitating status conditions
Solyent Processing – transform a fresh corpse into futuristic rations, preventing easy *raising*
Stabilizing Wave – as *stabilize,* but affects all dying creatures in a huge area
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Therapeutic Cloning – clone a touched creature's organ or limb for future transplant

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Empty Space Suit – caster becomes a ghostly presence within a space suit
Basic Military Training – spell's recipient becomes a trained

soldier familiar with most weapons and armor and with common battlefield skills and general military knowledge
Gestalt Oath – ritual bonds a small group of Battlechangers into a new Combiner Team with a unique Gestalt form
Ghost Chassis – summon a ghostly automobile
Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying Medium Fire Elemental bursts from their throat to attack
Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Trans-Furmation – transform a willing creature into an Anthro

Fifth Level

Awaken Machine – your touch awakens a non-intelligent machine to true sentience
Flamesoul – your soul is temporally linked to elemental fire, granting Fire immunity and flaming defenses
Fuelon Charge, Mass – as Fuelon Charge, but affects one Battlechanger per level
Furpile – Anthro allies rest together briefly to temporally gain Regeneration and several hours worth of bedrest in just a few rounds
Improbable Weapons, Greater – as *Improbable Weapons,* but greater bonuses and penalties
Minutes Become Hours – create an enclosed area in which time passes much more swiftly
Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode
Ninja Invasion – summon a small army of Ninja Cultists to fight on your behalf
Pacifician Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact
Ravages of Time – age objects to ruin with a touch
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level
Warp Envelope – shunt a vessel into hyperspace for the duration of a single interplanetary journey
Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon
Shahteyan Puberty, Mass – as Shahteyan Puberty, but affects one woman/level

Sixth Level

Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets
Forced Resurrection – as *raise dead,* but affects an unwilling soul that fails its save
Ghost Blood – become ghostlike and hard to kill for 1 round/level
Mecha Genesis – build and activate a self aware robot from a variety of robotic species
Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure
Pacifician Consciousness, Mass – as *Pacifician Consciousness*, but affects 1 creature / level
The Pig is My Gig – conjure an enchanted M-60 machinegun with infinite ammunition

Seventh Level

Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets
Emergency Beam Out – teleport yourself and up to 10 allies to a predetermined location up to 500 miles away, but the teleportation doesn't take effect until the end of the round
Horrorcore Transformation – become an unstoppable murderous beast with a duration that extends the more you kill
Outshatter – dimensional vibrations destroy Outsiders, starting with their bones
Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Eighth Level

Aeons Crash Down – destroy a target's sanity by forcing it to experience millions of years of time in a few seconds
God Form – assume a divine form that radically increases all your abilities, grants Damage Reduction 10/adamantine and interaction bonuses with the invoked deity's worshippers
Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

Ninth Level

Call Mechanized Infantry – summon one Tank/two caster levels (maximum 10) to fight on your behalf
Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol
Early Dawn – alter local reality so that sunrise occurs immediately
Exile to the Outer Void – teleport a victim to intergalactic space and trap it there
Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Lesser Moon – summon a small moon into high orbit with immense gravitic and mystic effects
New Constellation – create a new stellar group from the body and soul of a fallen hero
Omniversal Awareness – gain total knowledge of the cosmos and limited prescience
Recommissioning Ceremony – create an APEX-flagged Hover Carrier from assembled scrap

Tenth Level (epic)

Sculpt Planetary Orbit – move a planet to a new orbital position within the same solar system
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Ultimate Armory – conjure *+1 MP tactical body armor* and a *+1 military plasma rifle of infinite ammunition* for every member of a military unit up to batallion strength
Urbana Ex Nihlo – instantly create a working but uninhabited city to your specifications

DRUID SPELLS

Zero Level

Bloodless Birth – deliver a child without pain or injury
Barbering – cut and style hair with a touch
Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Glow Kiss – share the effects of a Glow joint with a creature you kiss
On Tap – conjure a mug of tasty beer
Weathering – age a touched object by a year
World of Origin – determine a touched creature's home planet or station

First Level

Atmos Field – low powered force field prevents atmosphere loss from warded area
Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
Bowcaster – transform a primitive bow or crossbow into a crude energy weapon
Detect Radiation – see aura around radioactive objects and creatures
Planetary Acclimation – touch a creature to render it adapted to a particular planetary enviornment
Quick Cum – forced orgasm *stuns* victim for one round
Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects
Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Alt-Lock – freeze a Battlechanger in its current mode
Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Glow Seedling – grow a healthy Zixa Plant Colony from an unlit Glow joint or seeds
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat
Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*
Pacifician Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks
Self Electrocution –willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge radius and reboot electronics

Third Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive
Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine
Execution Finches – ghostly songbirds inflict 1d6 slashing (max 10d6) and may attack multiple times for higher level casters
Solyent Processing – transform a fresh corpse into futuristic rations, preventing easy *raising*
Spark Up – touched creature gains the Fire subtype and its melee attacks become flaming for 1 round/level
Stabilizing Wave – as *stabilize,* but affects all dying creatures in a huge area
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Wastelander Gear – equips target with shitty armor and weapons
Pleasurable Slime – slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adapation,* but bestow multiple gifts
Damn Dirty Ape! – gain phenomenal strength and other simian traits
Fuelon Armada – create a short lived army of clones from solidified Fuelon energy
Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying Medium Fire Elemental bursts from their throat to attack
Lifespawn Mutation – grant touched creature Awakened Heritage as a racial bonus feat
Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours
Overdesign – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Purge Radioactivity – remove all radioactivity from a 30 ft spherical area
Techno-Allergy – creature becomes allergic to modern substances, suffering increased armor check and arcane spell failure chances in artificial armor and suffering 1d4 acid damage from contact with artificial materials
Trans-Furmation – transform a willing creature into an Anthro

Fifth Level

Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets
Anthro Awakening – as *awaken,* but transforms a non-magical animal into an Anthro
Furpile – Anthro allies rest together briefly to temporally gain Regeneration and several hours worth of bedrest in just a few rounds
Great Downsizing – touched Battlechanger permanently becomes smaller and more humanoid, and gains the Micro-Tech feat and the Techno-Organic gadget
Lifespawn Mutation – grant touched creature Awakened Heritage

as a racial bonus feat
Petrophage – wave of natural energy destroys and degrades petrocarbons and plastics
Spark Up, Greater – touched creature gains intense Fire subtype and its melee attacks become *flaming burst* for 1 round/level
Thin the Atmosphere – transform a huge area into a low-oxygen environment for a round

Sixth Level

Cube Square Law – truly massive creatures are crushed by the weight of their own size
Pacifician Consciousness, Mass – as *Pacifician Consciousness*, but affects 1 creature / level
Techno-Allergy, Greater – as *techno-allergy,* but increased penalties and damage

Seventh Level

Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets
Techno-Allergy, Mass – as *techno-allergy*, but affects one creature/level
Undo Extinction – create a small breeding population of an extinct Animal, Plant or Vermin species
Warclaw – your natural weapons become +3 magic weapons with an assortment of deadly properties

Eighth Level

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Orbital Sandstorm – grains of sand placed in counter orbit inflict massive damage and increase the Pilot/Fly check DC of vessels attempting to transit the atmosphere
Sat-Kill – destroy surveillance and communications satellites over a foot print at least 20 miles in diameter
Star Kraken's Tendrils – phantom tentacles grapple a starship, slowing it and delivering crushing damage each round

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Orbital Sandstorm – grains of sand placed in counter orbit inflict massive damage and increase the Pilot/Fly check DC of vessels attempting to transit the atmosphere
Sat-Kill – destroy surveillance and communications satellites over a foot print at least 20 miles in diameter
Star Kraken's Tendrils – phantom tentacles grapple a starship, slowing it and delivering crushing damage each round

Ninth Level

Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Sky Oasis – create a floating archipelago
Without Machines – as *Petrophage* but destroys all machines and high technology in an area several miles in diameter

Tenth Level (Epic)

Sculpt Planetary Orbit – move a planet to a new orbital position within the same solar system
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Speciate – grant a geographically distinct population the Anthro subtype and new racial abilities, creating a unique new sub-species

INQUISITOR SPELLS

First Level

Bounty Head – learn who is paying the best bounty on a known or touched criminal
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform
Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Fourth Level

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Fifth Level

Burning Justice! – glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives

Sixth Level

Royal Conditioning – make the spell's subject utterly and unbreakably loyal to a creature or creatures you designate

MAGUS SPELLS

Zero Level

Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack

First Level

Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
BFG – increase the size and damage dice of a touched firearm or energy weapon
Bowcaster – transform a primitive bow or crossbow into a crude energy weapon
Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target
Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack
Detect Mutants – discern all Mutants, their species and power levels within a 60 ft cone
Entropic Bolt – age target 1d6 years
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage

Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Quick Cum – forced orgasm *stuns* victim for one round
Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell
Roadkill Destiny – target suffers a penalty on Drive checks and REF Saves to halve the damage from vehicle collisions equal to half your caster level
Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round
Star Ranging – touched ranged energy weapon multiplies its range increment by x10 when fired in space
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round
Summon Firearm – summon a firearm to your hand from its storage place

Second Level

Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Break Gestalt – force a Gestalt Battlechanger out of its combined form if it fails a WILL Save
Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim
Electric Transition – short range teleportation via a bolt of lightning
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Forced Transformation – force a Battlechanger into its alt-mode if it fails a WILL Save *Hobbling Orgasm* – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*
Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell
Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level
Lifekill – blast inflicts 3d6+Lifecount damage against Lifespawn creatures
Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds
Self Electrocution –willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge *Combat Designator* – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target radius and reboot electronics
Valence Blade – crackling energy sword inflicts 2d6 + casting ability mod energy damage, which may be either Electrical or Force
War Head Machine – a TV Head grows a variety of deadly energy weapons from their head mounted TV

Third Level

APEX Gear – equip allies with high quality military gear
Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level
Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect
Disintegrate Armor – destroy a target's non-magical armor and shields
Fire Focus – magical laser initially inflicts 1d8 fire damage, but this doubles each round the laser beam is trained on a single target
Fold Space – declare yourself adjacent to a target regardless of the distance between you
Kinetic Slam – inflicts 1d8 bludgeoning damage/level with no damage cap and knocks back the target
Penetrating Energy Weapon – touched energy weapon overcomes energy resistances
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Underbarrel Option – physically merge two touched firearms or energy weapons
Weapon Upgrade – give a touched firearm or other advanced weapon the Masterwork quality and upgrade its rate of fire

Fourth Level

Basic Military Training – spell's recipient becomes a trained soldier familiar with most weapons and armor and with common battlefield skills and general military knowledge
Conjure Freakish Weapons – summon a high-tech melee weapon
Cybergasm – living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage
Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds
Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible
Mecha Cannonade – eject from your Mecha or Powered Armor, transform yourself into a zipping sphere of plasma, and blast apart your enemies directly!
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Phantom Bullets – up to 50 touched bullets become *ghost-touch* weapons
Rocket Launcher – conjure a ghostly rocket launcher
Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon
Summon Battle Turret – conjure a heavy military laser turret that is mounted in place

Fifth Level

Anthro Adaptation, Mass – as *Anthro Adaptation*, but affects multiple targets
Field Artillery Unit – touched firearm multiplies its range by x10, inflicts additional dice of damage and ignores DR and Hardness for a short period
Ninja Invasion – summon a small army of Ninja Cultists to fight on your behalf
The Pig is My Gig – conjure an enchanted M-60 machinegun with infinite ammunition

Sixth Level

Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets
Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level

MODERN SPELLCASTER

First Level

Arcane Recharge – recover Spell Points by touching live current, but suffer 1d3 Electrical damage/SP regained

Second Level

Spellslinger – add your INT modifier as an insight bonus on ranged attack rolls with firearms and other high tech weapons

Fourth Level

Arcane Capacitor – store Spell Points in an object for later use
Arcane Leech – steal 1d8+INT mod Spell Points from a victim and recover the same amount of SP yourself

Seventh Level

Arcane Lock Down – prevent other Modern Spellcasters from expending Spell Points, while retaining the ability to do so yourself

PALADIN SPELLS

First Level

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Security Corridor – transform a touched corridor into black glass that reveals concealed weapons
Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level
Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

Second Level

Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect
Pacifician Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks

Third Level

APEX Gear – equip allies with high quality military gear
Improbable Weapons - exaggerated weapon becomes harder to wield, but hits harder

Fourth Level

Basic Military Training – spell's recipient becomes a trained soldier familiar with most weapons and armor and with common battlefield skills and general military knowledge
Burning Justice! – glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives
Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits

RANGER SPELLS

First Level

Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Bounty Head – learn who is paying the best bounty on a known or touched criminal
Bowcaster – transform a primitive bow or crossbow into a crude energy weapon
Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target
Solyent Processing – transform a fresh corpse into futuristic rations, preventing easy *raising*

Second Level

Glow Seedling – grow a healthy Zixa Plant Colony from an unlit Glow joint or seeds

Third Level

APEX Gear – equip allies with high quality military gear
Wastelander Gear – equips target with shitty armor and weapons

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Basic Military Training – spell's recipient becomes a trained soldier familiar with most weapons and armor and with common battlefield skills and general military knowledge

SORCERER/WIZARD SPELLS

Zero Level

Barbering – cut and style hair with a touch
Comfortable Act – enjoy sex with an alien creature regardless of anatomical differences
Condom When You Need One – conjure a single condom or other low-tech prophylactic
Date – accurately determine the age of a touched object
Fertility Control – magically prevent or ensure conception for a day
Hacker Spark – receive a +5 competence bonus on the next Computer Use check you make
Hard Reboot – touched machine resets itself
Illusory ID – conjure a convincing false ID
On Tap – conjure a mug of tasty beer
Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack

Locate Shop – find a particular business
Lust Glimmer – perceive a faint aura around those who find you sexually attractive
Media Mend – repair a damaged piece of media (such as a CD or tape) by touch
Plasma Torch – a fire gains the ability to burn without oxygen
Recharge Droid Tools – recharge Star Droid onboard tools with 3 or fewer daily uses remaining
Spaceboots – touched footwear becomes magnetized briefly, like a pair of mag-boots
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Tit Show – armor gains the Near Nudity property for one round
Tweet – send a 128 character message to a known electronic device
Universal Greeting – send a message of peace or war that is universally understood
Weathering – age a touched object by a year
World of Origin – determine a touched creature's home planet or station

First Level

Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
BFG – increase the size and damage dice of a touched firearm or energy weapon
Bigoted Perception – craft an illusory disguise based on the mark's prejudices
Butchery Saw – fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels
Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enhances some spells/powers used against the

target
Crash Balloon – thick padding protects against impact
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Detect Mutants – Discern all Mutants, their species and power levels within a 60 ft cone
Detect Radiation – see aura around radioactive objects and creatures
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Emergency Space Suit – conjure a Space Suit around yourself or a willing target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Entropic Bolt – age target 1d6 years
Erobot Trans – immediately alter a touched Erobot's gender configuration
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Gravelight – see graves, both hidden and obvious
Ktenology – touched weapon gains the *Deadly* property for the spell's duration
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Quick Cum – forced orgasm *stuns* victim for one round
Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis
Reflect the Camera – reverse the angle of a photograph to see additional details
Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell
Roadkill Destiny – target suffers a penalty on Drive checks and REF Saves to halve the damage from vehicle collisions equal to half your caster level
Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round
Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects
Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better
Star Ranging – touched ranged energy weapon multiplies its range increment by x10 when fired in space
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round
Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Summon Firearm – summon a firearm to your hand from its storage place
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction
Work Around – transform a temporary jury-rigging into a permanent repair

Second Level

Alt-Lock – freeze a Battlechanger in its current mode
Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Anti-Tank Dog – transform an animal into a living, seeking bomb that inflicts 1d6 Fire damage/level when it detonates
Boarding Lock – create a temporary airlock in the hull of a touched starship
Cat's Anisble – use an ordinary housecat as a FTL communications link with galactic range
Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats
Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack
Custom Fur-nishings – adapt ordinary technology to accommodate an Anthro's unique anatomy
Electric Transition – short range teleportation via a bolt of lightning
Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Falsify Forensics – spell provides convincing, false evidence at a crime scene
Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*
Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level
Juryrig – transform junk into a useful but fragile mechanical device
Lifekill – blast inflicts 3d6+Lifecount damage against Lifespawn creatures
Machine Invisibility – renders a subject creature or object immune to high tech detection
Pit Crew's Speed – spell's recipient can make a Craft check to repair a mechanical device as a full round action but is *fatigued* afterward
Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds
Security Corridor – transform a touched corridor into black glass that reveals concealed weapons
Self Electrocution –willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge radius and reboot electronics
Sensual Trembling – target creature is *shaken* until it has sex with a member of its own species

Third Level

Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive
Consumerism Beats Violence – turn all weapons in a 30 ft burst into useless household goods for 1 round/level
Cybernetic Gift – temporarily bestow a cybernetic implant on a

willing subject for 1 hour/level

Disintegrate Armor – destroy a target's non-magical armor and shields

Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim

Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect

Electro-Stim Torture – energy bolt inflicts Electrical and Pleasure damage for multiple rounds

Emergency Space Suit, Superior – as Emergency Spacesuit, but either summons a single Advanced Space Suit with accessories, or provides simple Space Suits to multiple recipients

Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers

Evolution, Bimbo – (sorcerer only) caster suffers 1d8 INT damage, gains equal CHA bonus, becomes busty vixen immune to fear and charm

Evolution, Stud – (sorcerer only) caster suffers 1d8 INT damage, gains equal CHA bonus, becomes hairy-chested super-brawler)

Execution Finches – ghostly songbirds inflict 1d6 slashing (max 10d6) and may attack multiple times for higher level casters

Forced Transformation – force a Battlechanger into its alt-mode if it fails a WILL Save

Fire Focus – magical laser initially inflicts 1d8 fire damage, but this doubles each round the laser beam is trained on a single target

Fold Space – declare yourself adjacent to a target regardless of the distance between you

Fuel the Engine – provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels

Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve

Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell

Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command

Machine Invisibility, Vehicular – as *machine invisibility,* but affects vehicles up to size Colossal

Open All Night – conjure phantom employees to briefly reopen a closed business

Penetrating Energy Weapon – touched energy weapon overcomes energy resistances

Photomapping – learn the location where a photograph was taken

Robotic Logic – the subject's mind becomes machine like, providing a +2 enhancement bonus to INT and providing immunity to mind affecting abilities at the cost of becoming unemotional

Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Valence Blade – crackling energy sword inflicts 2d6 + casting ability mod energy damage, which may be either Electrical or Force

Fourth Level

Amphibious Vehicle – allow enclosed land vehicle to operate on water

Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts

Basic Military Training – spell's recipient becomes a trained soldier familiar with most weapons and armor and with common battlefield skills and general military knowledge

Break Gestalt – force a Gestalt Battlechanger out of its combined form if it fails a WILL Save

Century Machine – place a touched machine in storage for several decades, allowing it to remain in pristine condition

Copperblast – splash of liquid copper slows, encumbers and renders the victim vulnerable to electrical damage

Damn Dirty Ape! – gain phenomenal strength and other simian traits

Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds

Digitize Familiar – turn your familiar into electronic data that can be stored or transmitted, even copied

Electric Ladyland – female allies gain combat bonuses related to speed and electricity

Empty Space Suit – caster becomes a ghostly presence within a space suit

Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible

Ghost Chassis – summon a ghostly automobile

Gynoid Form – become a seductive chrome combat robot

Identify Subject – learn the identity of a photographed creature

Kinetic Slam – inflicts 1d8 bludgeoning damage/level with no damage cap and knocks back the target

Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying

Medium Fire Elemental bursts from their throat to attack

Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits

Machine Invisibility, Greater – as *machine invisibility,* but effect is not broken if subject attacks

Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage

Pirate's Registration – starship is wrapped in an illusion that conceals its ID with forged registration and ELINT information

Planet Hopper – conjure a personal, short range shuttle

Pleasurable Slime – slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects

Recharge the Body – touch live electrical current to remove debilitating status conditions

Rocket Launcher – conjure a ghostly rocket launcher

Ship's Tendrils – touched starship grows metallic tendrils that can be used to grapple or manipulate large objects

Summon Battle Turret – conjure a heavy military laser turret that is mounted in place

Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level

Weapon Upgrade – give a touched firearm or other advanced weapon the Masterwork quality and upgrade its rate of fire

Fifth Level

Anomaly Detection – become aware of all dimensional anomalies, and planar travel or teleportation methods within a 1 mile radius

Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets

Awaken Machine – your touch awakens a non-intelligent machine to true sentience

Call Powered Armor – summon a set of Grade I Powered Armor around yourself or a willing recipient

Cybergasm – living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage

Field Artillery Unit – touched firearm multiplies its range by x10, inflicts additional dice of damage and ignores DR and Hardness for a short period

Late Train – create a ghostly subway train to carry you to a chosen destination

Machine Invisibility, Greater & Vehicular – as machine invisibility, vehicular, but effect does not end if subject attacks

Military Flight - fly at up to 500 ft/round for 1 minute/level with amazing maneuverability

Minutes Become Hours – create an enclosed area in which time passes much more swiftly

Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode

Ninja Invasion – summon a small army of Ninja Cultists to fight on your behalf

Pacifician Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact

Phantom Bullets – up to 50 touched bullets become *ghost-touch* weapons

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Thin the Atmosphere – transform a huge area into a low-oxygen environment for a round

Warp Envelope – shunt a vessel into hyperspace for the duration of a single interplanetary journey

Sixth Level

Alien Hand – transform your hand into a mass of tentacles that deal 1d8+ STR bludgeoning damage and paralyze for 1d4+1 rounds

Crisis Upgrade – dramatically upgrade touched powered armor for one hour/level

Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets

Electrocutie – become a beautiful Electrical avatar, capable of flight, energy blasts and healing via absorbing electrical damage

Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*

Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks

Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure

Pleasure Trap – hovering torture bed pins a target and inflicts 2d8 Pleasure/round

Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs

Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level

Submersible Vehicle – as *Amphibious Vehicle*, but also allows underwater travel

Traveler's Passport – teleport flawlessly to the customs checkpoint of any country or region you've previously visited

Seventh Level

Call Powered Armor, Greater – summon either a set of Grade III Powered Armor or flight-capable Grade II Powered Armor around yourself or a willing recipient

Cyber Surgery, Offensive – implant cybernetic device in an unwilling creature, who is also fatigued for a number of hours equal to your caster level

Emergency Beam Out – teleport yourself and up to 10 allies to a predetermined location up to 500 miles away, but the teleportation doesn't take effect until the end of the round

Erect Forward Operating Base – create a fortified military compound within minutes

Horrorcore Transformation – become an unstoppable murderous beast with a duration that extends the more you kill

Mecha Genesis – build and activate a self aware robot from a variety of robotic species

Mecha Super Assault Mode – become a robotic war machine designed for space combat

Silver Future – nearby allies are sheathed in silver that provides +3 AC, acts as a space suit and their attacks are considered *Silver* and *Axiomatic* for 1 minute/ level

Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Steal Advertisement – conjure virtually any object you wish of Size Huge or smaller that is being advertised near you

Eighth Level

Call Cloudfire Mecha – summon a transformable Cloudfire mecha around yourself or a willing recipient

Call Gunmother – summon a powerful Lifespawned creature called a Gunmother to assist or possibly even transfigure you or a female ally

Citizen Soldiers – as *basic military training,* but affecting up to 5 recruits/caster level

Downloaded Intelligence – summon an advanced AI from the internet and download it into a Heavy Cyborg chassis

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground

Sat-Kill – destroy surveillance and communications satellites over a foot print at least 20 miles in diameter

New Century Gentrification – rebuild neighborhoods, even those in ruins, in accordance with Fed-Gov aesthetics

Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

Ninth Level

Aeons Crash Down – destroy a target's sanity by forcing it to experience millions of years of time in a few seconds
Asteroid Habitat – create a large and permanent habitat out of an asteroid or small moon
Call Mechanized Infantry – summon one Tank/two caster levels (maximum 10) to fight on your behalf
Call Powered Infantry – as *call powered armor,* but affects one subject/two caster levels
Erect Mega-Structure – create a huge structure, large enough to be seen from space within hours
Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Nuclear Impact – expose an area several hundred meters in diameter to 20d10 fire damage with no saving throw, and leave the site radioactive for months
Rain of Heavy Artillery – very powerful spell inflicts 6d10 +1d10/level Fire damage on targets up to several miles away with no damage cap!
Recomissioning Ceremony – create an APEX-flagged Hover Carrier from assembled scrap
Skytower – transform any structure into a stable, floating platform
Starship Blaster, Greater – as *Starship Blaster* but inflicts 50 points of damage per level
Starship Foundry – assemble a starship within hours while in zero gravity
System Scan – as *deep scan,* but identifies and tracks all starships within a single solar system
Workshack – create a small space station that lasts 1 day/level and provides a +4 equipment bonus on a chosen technical skill performed aboard

Tenth Level (epic)

Event Horizon – a micro-singularity sucks everything within 1d4 miles into itself resulting in utter destruction
Multiple Warheads – as *nuclear impact* but creates multiple nuclear blast sites
Reproductive Apocalypse – destroy a target's species ability to reproduce, dooming it to extinction
Planet Killer – target a planet up to 1 LY away with a massive pulse of energy that can crack the world in half
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Technological Singularity – dramatically increase a species technology level
Ultimate Armory – conjure *+1 MP tactical body armor* and a *+1 military plasma rifle of infinite ammunition* for every member of a military unit up to battalion strength
Uplift – radically increase a species' intelligence and grant its offspring Psionic racial traits

SUMMONER SPELLS

First Level

Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Summon Firearm – summon a firearm to your hand from its storage place

Third Level

Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive

WITCH SPELLS

Zero Level

Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Illusory ID – conjure a convincing false ID
Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack
Weathering – age a touched object by a year

First Level

Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
Butchery Saw – fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels
Detect Mutants – Discern all Mutants, their species and power levels within a 60 ft cone
Detect Radiation – see aura around radioactive objects and creatures
Entropic Bolt – age target 1d6 years
Glam Guise – all creatures perceive you as sexually attractive, regardless of gender and orientation
Gravelight – see graves, both hidden and obvious
Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Ktenology – touched weapon gains the *Deadly* property for the spell's duration
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage
Lesson in Manners – punish a target for rude behavior via non-lethal damage
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Neurogram – view a creature's dreams as a hologram
Roadkill Destiny – target suffers a penalty on Drive checks and REF Saves to halve the damage from vehicle collisions equal to half your caster level
Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick
Satanic Skull – conjure candy that gets non-good creatures nicely high, and poisons good creatures
Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better
Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

Anti-Tank Dog – transform an animal into a living, seeking bomb that inflicts 1d6 Fire damage/level when it detonates

Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats

Confused Violence – targets attack the creature in the Initiative order immediately after their intended target, which may be friend or foe

Falsify Forensics – spell provides convincing, false evidence at a crime scene

Ghost Nurse – summon a benevolent phantom that heals the wounded

Golden Flesh – golden armored skin grants the recipient DR 5/ masterwork

Internal Fires – burn the target alive from the inside out

Mauling Faceplate – your faceplate becomes a torture device that inflicts 1d8+CHA piercing damage and nauseates the target while it is worn

Temporary Decapitation – briefly separate a willing creature's head from its body

Third Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction

Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level

Electro-Stim Torture – energy bolt inflicts Electrical and Pleasure damage for multiple rounds

Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine

Form Dysfunction – trap a Battlechanger between forms, rendering it helpless and highly vulnerable to physical attack

Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell

Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command

Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level

Solyent Processing – transform a fresh corpse into futuristic rations, preventing easy *raising*

Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Tripglow – beam of black light *blinds* target for 1 round and has one of several lingering effects

War Head Machine – a TV Head grows a variety of deadly energy weapons from their head mounted TV

Wastelander Gear – equips target with shitty armor and weapons

Fourth Level

APEX Gear – equip allies with high quality military gear

Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive

Break Gestalt – force a Gestalt Battlechanger out of its combined form if it fails a WILL Save

Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds

Digitize Familiar – turn your familiar into electronic data that can be stored or transmitted, even copied

Fear Fires – yellow flames inflict 2d6 fire damage per round and panic the target

Fuelon Armada – create a short lived army of clones from solidified Fuelon energy

Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours

Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage

Overdesign – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels

Satanic Shield – glowing shield provides +4 deflection bonus to AC and is treated as a +1 bashing shield when used against ICG clerics and faithful

Trans-Furmation – transform a willing creature into an Anthro

Fifth Level

Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets

Confused Violence, Mass – as *Confused Violence* but affects 1 creature / level

Furpile – Anthro allies rest together briefly to temporally gain Regeneration and several hours worth of bedrest in just a few rounds

Minutes Become Hours – create an enclosed area in which time passes much more swiftly

Ninja Invasion – summon a small army of Ninja Cultists to fight on your behalf

Pacifician Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact

Sixth Level

Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers

Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks

Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure

Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level

Seventh Level

Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets

Fear Fires, Mass – as *Fear Fires*, but affects 1 target/level

Horrorcore Transformation – become an unstoppable murderous beast with a duration that extends the more you kill

Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Eighth Level

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Orbital Sandstorm – grains of sand placed in counter orbit inflict massive damage and increase the Pilot/Fly check DC of vessels attempting to transit the atmosphere
Undo Extinction – create a small breeding population of an extinct Animal, Plant or Vermin species

Ninth Level

Annihilation – forever destroy a target's body and soul
Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol
Lesser Moon – summon a small moon into high orbit with immense gravitic and mystic effects
Madburst – psychedelic tac-nuke damages targets, animates objects randomly and drives creatures insane
Omniversal Awareness – gain total knowledge of the cosmos and limited prescience
Starship Blaster, Greater – as *Starship Blaster* but inflicts 50 points of damage per level

Tenth Level (Epic)

Reproductive Apocalypse – destroy a target species' ability to reproduce, dooming it to extinction

NEW SPELLS

ADDICTION PURGE

School conjuration (healing) **Level** alchemist 2, druid 3, cleric 2, witch 3
Casting Time one standard action
Components V, S, M (a vial of sterile water)
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell forces unnatural chemicals from the body and mind. When this spell is cast, it immediately ends the effect of any drug or poison affecting the body, also purging any active potions or temporary gene-mods. This spell provides one automatic successful saving throw per three caster levels on any attempts to resist or overcome an ongoing addition. This spell requires a successful melee touch attack against an unwilling target.

ADVANCED STEEL

School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (a vitamin gel commonly used by cybermedics to promote healing around a new implant)
Range touch
Duration one hour/level (D)
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
A touch makes advanced cybernetic implants and bio-mech organ analogues more organic in form and function. For the spell's duration the Unhealing racial quality of Heavy Cyborgs or the Slow Healing racial quality of Light Cyborgs are eliminated. This spell also affects other creatures of the Cyborg subtype if they possess either racial quality.

ADVANCED STEEL, PERFECT

School transmutation **Level** alchemist 5
Components V, S, M (advanced pharmaceuticals worth at least 2,000 gp/DC 20)
Duration instant
This spell functions identically to *advanced steel*, save that it has an instant duration and its effects are permanent upon the recipient.

AEONS CRASH DOWN

School evocation (mind-affecting) **Level** cleric 8, sor/wiz 9
Casting Time one standard action
Components V, S, M (a shattered wrist watch or wrist-computer)
Range Medium (100 ft plus 10 ft per level)
Duration one minute per level
Saving Throw WILL Partial (see text)
Spell Resistance Yes
When this spell is cast, the victim's soul is cast into an accelerated time stream. At first, he sees the outcome of the current battle, played out at ten times real speed. Then he sees the next few years of this patch of ground's existence, played out at 100 times normal speed. After that, the visions only come faster, as centuries of time play out before his eyes. A minute of time, caught in this trace, seems like a million years. Eventually, the victim sees the collapse of the planet, the failing of its sun, and sometimes even the eventual entropy and death of the universe. Few can survive such a mental onslaught.

The spell's victim is considered helpless and is effectively paralyzed for the duration of the spell. In addition, each round the spell is maintained, the victim suffers either one point each of temporary INT and WIS damage or the permanent loss of a single Hit Point, representing either encroaching insanity or a simple surrender to the inevitability of death. A creature reduced to either 0 INT or WIS by this spell dies of massive physical and emotional trauma to the brain. A successful WILL Save that round prevents either form of harm that round. If the victim of this spell makes three consecutive successful WILL Save, he breaks the effect and ends this spell.

ALT-LOCK

School transmutation **Level** cleric 2, druid 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range medium (100 ft + 10 ft/ level)
Duration 1 round/level (D)

Saving Throw FORT negates **Spell Resistance** Yes
Glowing golden security bolts lock a Battlechanger into its current mode. The target cannot change modes while bound with *alt-lock,* but gets a new FORT Save each round to end the effect.

AMPHIBIOUS VEHICLE

School transmutation **Level** sorc/ wiz 4
Casting Time one standard action
Components V, S, M (a line of blue or white paint traced over the desired waterline of the vehicle)
Range touch
Duration 10 minutes / level
Saving Throw None (object) **Spell Resistance** No (object)
This spell enables a fully enclosed land vehicle (such as a car or truck but not a motorcycle) to operate on water as if it were a watercraft, though at a much-reduced level of performance. The vehicle suffers the following

- -2 penalty to Initiative
- -4 penalty to skill checks made to control the vehicle
- Top Speed (including chase scale speed) reduced by 75%

A vehicle affected by this spell sits in the water, with the waterline level with the painted waterline that began the spell. If the doors, hood, trunk or tailgate of the vehicle are opened while the vehicle is in the water, the spell is broken. However, windows, sunroofs and convertible tops, ect, may all be operated normally without jeopardizing the vessel's seaworthiness.
This spell does not function if cast on a semi-real or quasi-real vehicle, such as one created by magic or other unusual means.

ALIEN HAND

School transmutation **Level** alchemist 6, sorc/wiz 6
Casting Time 1 standard action
Components V, S, M (a vial of preserved xeno-form DNA, worth about 20 gp/Purchase DC 4)
Range personal
Duration 1 round/level (D)
The fingers on one of your hands warp into long grasping tentacles. You are considered armed with the tentacles and may attack at your normal attack bonus. A successful hit deals 1d8 + STR modifier points of bludgeoning damage. Each tentacle drips with a sticky secretion that requires living creatures it contact with to make a FORT Save or be paralyzed for 1d4+1 rounds.

The transformed hand cannot grip, climb or be used in spellcasting.

ANIMALISTIC DASH

School transmutation **Level** alchemist 2, druid 2, magus 2, sorc/wiz 2
Casting Time one swift action
Components V, S, racial (caster must be an Anthro, True Beast or other animalistic creature)
Range personal
Duration one round
Saving Throw none **Spell Resistance** no
When you cast this spell, lightning crackles around your muscles and you gain a brief burst of blinding, nearly supersonic speed.

When you cast this spell, you must drop prone and run on all fours. You drop anything held in hand and while running on all fours, your base land speed increases by x10. A caster with a base land speed of 30 ft gains a speed of 300 ft for one round. For the spell's duration, you are treated as possessing the Run and Move-By Attack feats, and never provoke attacks of opportunity from movement. You end your movement prone.

Special: If cast by a quadrupedal creature (such as a True Beast), or a creature with a quadrupedal lower half (such as a Centuar or Drider) you do not need to drop prone, and do not end your movement prone.

Special: You can only cast this spell while wearing Light or Medium armor and carrying less than Medium encumbrance. If cast while wearing heavy armor or heavily encumbered, the spell simply fails.

ANNIHILATION

School necromancy (death) **Level** witch 9
Casting Time one standard action
Components V, S, M (a personal item or bit of tissue from a creature harmed or killed by the spell's intended victim)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance Yes
Bringing her hand down in a slashing motion, a line of blood red light lashes out to the extent of the spell's range.

If the target fails its WILL Save, it is destroyed utterly and irrecoverably. No force save the direct intervention of a greater deity can restore the victim to life, and the victim's soul is annihilated as well as its body, preventing it from being contacted via necromancy. The target is shredded by the beam of crimson light at the same time its body and all its possessions are disintegrated; only artifacts within the creature's possession are spared this annihilation. The remains drift down as glowing ash.

If the target makes their WILL Save, they instead suffer 1d12 points of damage per caster level (max 20d12). If slain by this damage, they body and its possessions are completely disintegrated, though the victim's soul remains intact.

The witch can choose to waive the victim's WILL Save, with them only suffering the 1d12 damage per caster level prior to casting the spell. This spell than does massive damage, but has no opportunity to permanently destroy a target's body or soul. If the Witch weakens Annihilation in this manner, this spell is not affected by Spell Resistance.

ANOMALY DETECTION

School divination **Level** sorc/wiz 5
Casting Time one standard action
Components V, S
Range 1 mile radius
Duration 1 round
Saving Throw WILL negates (object)
Spell Resistance Yes (object)
When this spell is cast, the caster becomes aware of all dimensional anomalies within range. The caster is aware of the distance and general direction to all dimensional rifts, portals, teleportation devices, magic or psionic items capable of teleportation or planar travel, vessels capable of hyperspace or FTL travel, as well as creatures with innate teleportational or planar travel spell-like or psi-like abilities. The caster is aware of the difference between natural dimensional anomalies (rifts and portals as well as creature powers) and unnatural anomalies (vehicles, magic items, other created devices), but not what specific type of anomaly each example is.

ANTHRO ADAPTATION

School transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, ranger 1, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (fur, scales or feathers from an Anthro, given willingly)
Range touch
Duration one minute/level (D)
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
This highly versatile spell allows non-Anthros to experience the infinite diversity and adaptability of the Anthro species. When this spell is cast, the caster chooses a single Gift of Nature that has no prerequisites; the recipient gains this Gift of Nature for the spell's duration.

The recipient's features change dramatically, hinting at the Gift of Nature bestowed. For instance, a character imbued with the Lightfingered gift would display mask like

raccoon markings over their eyes, or a character given a bite attack would grow a muzzle and elongated fangs.

ANTHRO ADAPTATION, MASS

School transmutation **Level** alchemist 5, cleric 5, druid 5, magus 5, sorc/wiz 5, witch 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Anthro Adaptation,* save that it affects one creature per caster level, no two of which can be more than 5 ft apart.

ANTHRO ADAPTATION, SUPERIOR

School transmutation **Level** alchemist 4, cleric 4, druid 4, magus 4, ranger 4, sorc/wiz 4, witch 4
This spell functions identically to *Anthro Adaptation*, save that the caster can either designate a Gift of Nature that counts as two gifts, or bestow two Gifts of Nature upon the recipient. If this meets the requirement of an advanced Gift of Nature, the caster can bestow a Gift of Nature that has another gift as its prerequisite.

ANTHRO AWAKENING

School transmutation **Level** druid 5
Casting Time 24 hours
Components V, S, M (herbs and oils worth 2,000 gp/DC 20)
Range touch
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
Anthro Awakening is a primeval spell that functions identically to *awaken* with the following caveats. The spell can only be cast upon an animal, as unlike *awaken* it does not affect plants. The *awakened* creature gains sentience normally, gaining INT 3d6, and +1d3 CHA. The creature's type than changes to humanoid with the Anthro subtype and is rebuilt as an Anthro character with a single heroic class level of the caster's choice.

The spellcaster chooses the awakened Anthro's new powers, which typically (but not always) are extrapolations of the animal's natural gifts.

ANTHRO PERFECTION

School transmutation
Level cleric 7, druid 7, sorc/wiz 7, witch 7
Range medium (100 ft + 10 ft/level)
This spell functions as *Superior Anthro Adaptation*, save that it affects one target/level, no two of which can be more than 5 ft apart.

ANTI-TANK DOG

School evocation (fire) (evil) **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (a living dog or other similar animal)
Range touch
Duration 1 minute/level
Saving Throw REF half (see text) **Spell Resistance** Yes
This cruel spell charges a living animal with unstable magical energies that will eventually, and spectacularly, transform it into an unwilling suicide bomber. When this spell is cast on a non-magical, non-sentient animal of CR 1 or lower, this spell transforms the animal into a weapon.

The animal gains the ability to recognize and seek out a particular target by appearance (recognizing a target's species, gender, skin color, distinct uniform, or a particular type of vehicle, such as a tank or bus) designated by you at the time this spell is cast.

This spell offers no direct control over the animal, though the animal will flee towards the nearest concentration of designated targets. The animal will charge the target creature(s), when first encountered, attempting to catch as many within its blast radius as possible. The animal detonates when the spell's duration ends, when it is killed, or when it is adjacent to a target, inflicting 1d6 points of fire damage per caster level (maximum 5d6). The blast has a radius of 30 ft.

ARCANE CAPACITOR

School evocation (electricity) **Level** Modern Spellcaster 4
Casting Time one minute
Components V, S, F (a capacitor from a circuit, enwrapped with golden wire worth 50 gp/ DC 7)
Range touch
Duration one year or until discharged
Saving Throw No (object) **Spell Resistance** No (object)
This spell charges an ordinary capacitor, scavenged from an old TV set or computer, into a mystical battery storing magic energy. At the moment the spell is cast, the Modern Spellcaster chooses to imbue the capacitor with any number of Spell Points. The device then stores these spell points for up to a year (and also becomes highly magnetic). Any Modern Spellcaster can draw upon the stored energy to replenish his Spell Point pool as a full round action. The arcane capacitor is a single use item, crumbling away to dust and metal flakes once the energy stored inside is expended.

ARCANE LEECH

School necromancy **Level** Modern Spellcaster 4
Casting Time one standard action
Components V, S
Range touch
Duration one round / level (D)
Saving Throw None **Spell Resistance** Yes
When this spell is cast, a purple and azure nimbus of energy that appears strangely sharp and painful to look out appears around your fingers. By making a melee touch attack against another Modern Spellcaster, you remove 1d8 + your INT modifier Spell Points from his pool and restore the same amount of Spell Points to your pool. Stolen Spell Points recover normally, if the creature survives. This spell has no effect on creatures without Spell Points.

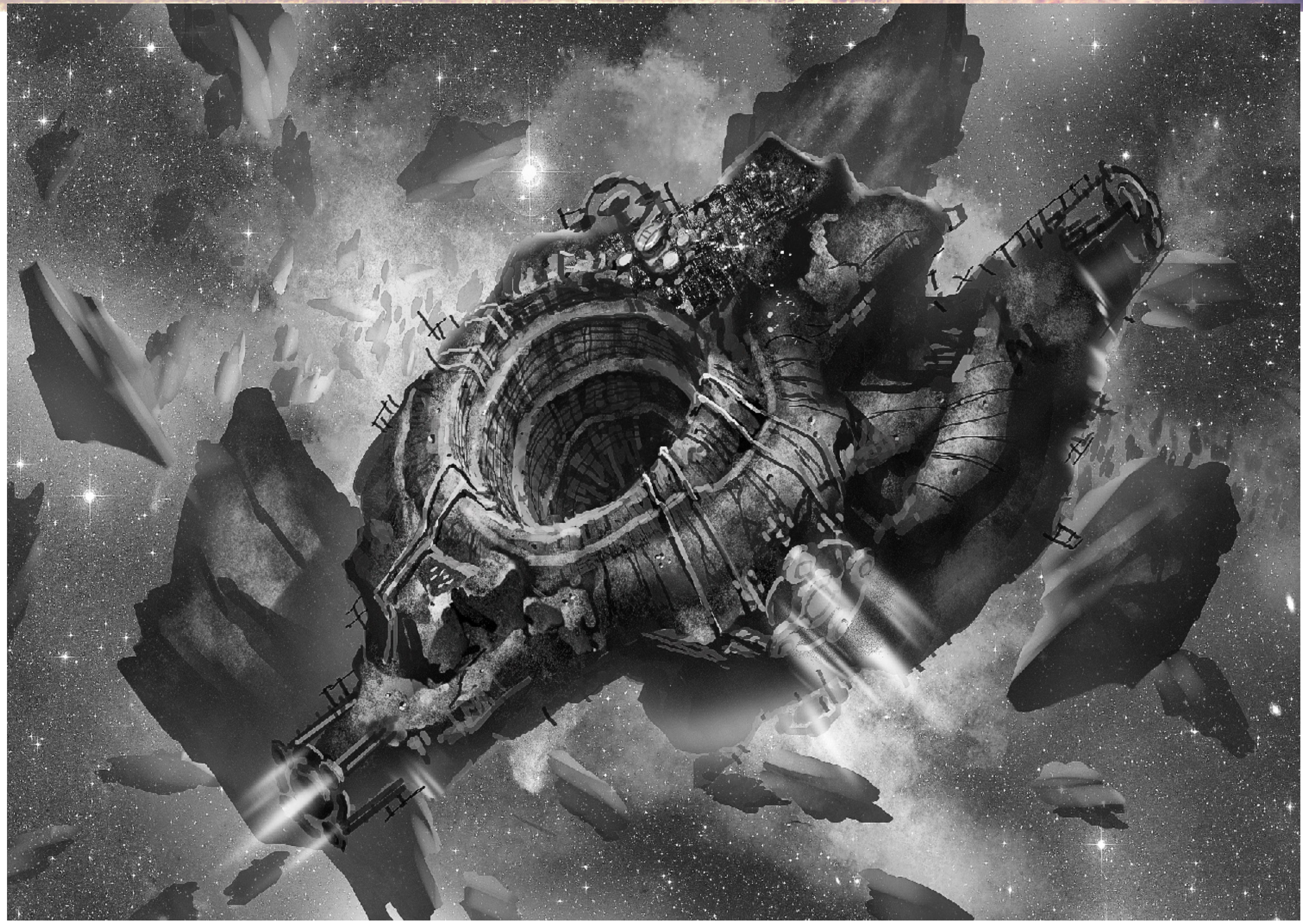
ARCANE LOCK DOWN

School abjuration **Level** Modern Spellcaster 7
Casting Time one standard action
Components V, S, M (a diamond worth 5,000 gp/ DC 23)
Range a 90 ft burst, centered on yourself
Duration one round / level
Saving Throw WILL negates (yes) **Spell Resistance** Yes
This spell creates a glittering, golden sphere of mystical force, which deadens the flow of magic. Within the area, all Modern Spellcasters other than yourself lose the ability to expend Spell Points unless they succeed at a WILL Save. You yourself retain the ability to use Spell Points, but to a limited degree. Each round, you can only expend Spell Points equal to your INT modifier or less.

This spell has no effect on abilities or forms of magic that do not require Spell Points to function.

ARCANE RECHARGE

School evocation (electricity) **Level** Modern Spellcaster 1
Casting Time one standard action
Components V, S, M (a melted or broken fuse), F (a connection to a city power grid)
Range personal
Duration instant
Saving Throw None **Spell Resistance** Yes
This dangerous spell allows a Modern Spellcaster to tap live current for mystic power. By touching a live wall socket or other connection to a power grid (or powerful stand alone sources of electricity, such as a micro-reactor), you can recover any number of Spell Points, up to your total character level. You must always recover at least one Spell Point when using this ability. However, for each Spell Point recovered, you suffer 1d3 points of Electrical damage, which bypasses any Electrical Resistance or Immunity you possess, though Spell Resistance (if any) may apply.



ARMORED BY FAILURE

School abjuration **Level** cleric 3, magus 3, witch 3
Casting Time one standard action
Components V, S, M (idiot henchmen)
Range long (400 ft plus 25 ft / level)
Duration one minute/level
Saving Throw WILL negates (harmless) **Spell Resistance** No (harmless)

This selfish protective charm is often cast by wage-mages to protect their megacorp masters. When this spell is cast, any time an allied creature is slain with the spell's area of effect, the magic' recipient gains a cumulative DR 1/magic. Allies include subordinates, mercenaries, summoned creatures, fellow party members, animal companions, ect. This spell also takes effect if an ally is permanently incapacitated by magic (turned to stone, for instance).

There is no limit to the Damage Reduction that can be gained in this manner, as the blood of former henchmen and summoned beasts flows across the recipient's skin and hardens into basalt armor. This Damage Reduction overlaps, and does not stack with, existing DR from other sources.

ASTEROID HABITAT

School transmutation (earth) **Level** sorc/wiz 9
Casting Time one hour
Components V, S, M (advanced computer model, schematics or physical scale model of the habitat to be created, worth at least 10,000 gp/DC 26)
Range 10,000 sq ft volume + 500 sq ft volume/level
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)

The dull hum of this spell's occult transmutation wave can do in seconds what it would take a hard-tech construction gang months to accomplish. When this spell is cast upon an uninhabited, unworked asteroid or small moonlet, it carves out and finishes a habitable base within the rock. The asteroid base created is capable of sustaining life, and includes the expected tools, fittings and accessories a base of its type would be expected to have. When created, the asteroid habitat has consumables necessary to sustain life for its crew for one day- additional supplies must be provided by other means.

The asteroid habitat is built in a practical, space-worthy architectural style similar to other bases and stations manufactured by the caster's race. It is powered by a combination of solar, nuclear and other exotic energy sources that can continue to function with minimal intervention for several years.

AWAKEN MACHINE

School transmutation **Level** cleric 5, sorc/wiz 5
Casting Time 1 hour
Components V, S,M (preserved hominid brain matter or neural samples, AI schematics worth 2,000 gp/DC 20)
Range touch
Duration instantaneous
Saving Throw No (object) **Spell Resistance** No (object)
With a touch, you touch a machine powered either by liquid fuel, electricity or similar power sources and awaken it to human-like sentience, effectively growing an AI nerve-net in an instant. The awakened machine has the statistics of an animated object of its size, and gains INT, WIS and CHA scores each 3d6. It has senses similar to a humanoid's and Darkvision 60 ft, in addition to any senses possessed by the machine form (for example, an awakened seismograph would possess Tremorsense, in addition to the listed senses.)

An awakened machine cannot serve as a companion, familiar or special mount. The awakened machine can speak one language you know plus one additional language that you know per point of INT bonus. The awakened machine remains friendly to you, but no longer undertakes tasks for you unless it is in their best interest. You have no special control over or empathy with the awakened machine.

ATMOS FIELD

School abjuration **Level** cleric 1, druid 1
Casting Time 1 swift action
Components V, S
Range long (400 ft plus 40 ft/ level)
Duration 1 hour/level (D)
Saving Throw None (object) **Spell Resistance** No (object)
A thin membrane of faintly humming green energy completely encompasses a room or single enclosed area of up to size Colossal. This field is transparent and permeable by virtually all forms of matter and energy. However, this field prevents the loss of atmosphere from the warded area; shipboard casters often use this spell as quick and dirty damage control to prevent the air in a particular compartment from venting into space. No matter how badly the warded area is damaged, or how much its structural integrity is damaged, it will not lose atmosphere until the spell's duration ends.

BACTA BOLT

School conjuration (healing) **Level** alchemist 1
Casting Time 1 standard action
Components V, S, M (a vial of living microorganism cultures, worth 15 gp/Purchase DC 4)
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw FORT Negates (harmless)
Spell Resistance Yes (harmless)
Bacta is usually reserved for keeping injured Jedi fresh and moist (or for filling hottubs) but this miraculous healing microbe can be conjured with this spell in the form of a softball sized lump of fragrant green slime. The spell's recipient recovers 1d6 HP + 1 point per caster level (maximum 1d6 + 8 HP). Since this healing is caused by symbiotic microorganisms, it does not manipulate positive energy and does not harm undead.

BALLISTIC TALONS

School transmutation
Level druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw None **Spell Resistance** Yes
One or more of the caster's finger nails becomes a gleaming black talon of some superdense, exotic metal, and launches at a target like a razor edged bullet, inflicting 1d8+1 slashing damage if the caster hits with a ranged touch attack (max 5d8+5).

Unlike *magic missile*, which this spell is a modification of, ballistic talons can affect objects. This spell can be targeted at specific parts of creatures or objects and may be used to make sneak attacks. For every 2 caster levels beyond firs you gain an additional ballistic talon (2 at 3rd, 3 at 5th, 4 at 7th to a maximum of five talons at 9th level.

You make a single ranged touch attack and apply the results to all talons fired. You can choose to fire all talons at a single creature or several creatures. A single talon can only strike a single target. You can determine targets after making your ranged touch attack roll, but must do so before checking for spell resistance.

BARBERING

School transmutation **Level** alchemist 1, druid 0, sor/wiz 0
Casting Time 1 standard action
Component V, S
Range touch
Duration Instant
Saving Throw FORT Negates (harmless)

Spell Resistance Yes (harmless)
What it takes a skilled barber with a sharp razor and pair of scissors several minutes to accomplish, this spell can do in seconds. By touching the hair to be cut, this spell slices away hair, gives the client as clean and close a shave as the caster desires. The spell can style and even slightly altar the color of hair. Cut hair vanishes into a puff of glittering smoke as it falls away from the client.

BASIC MILITARY TRAINING

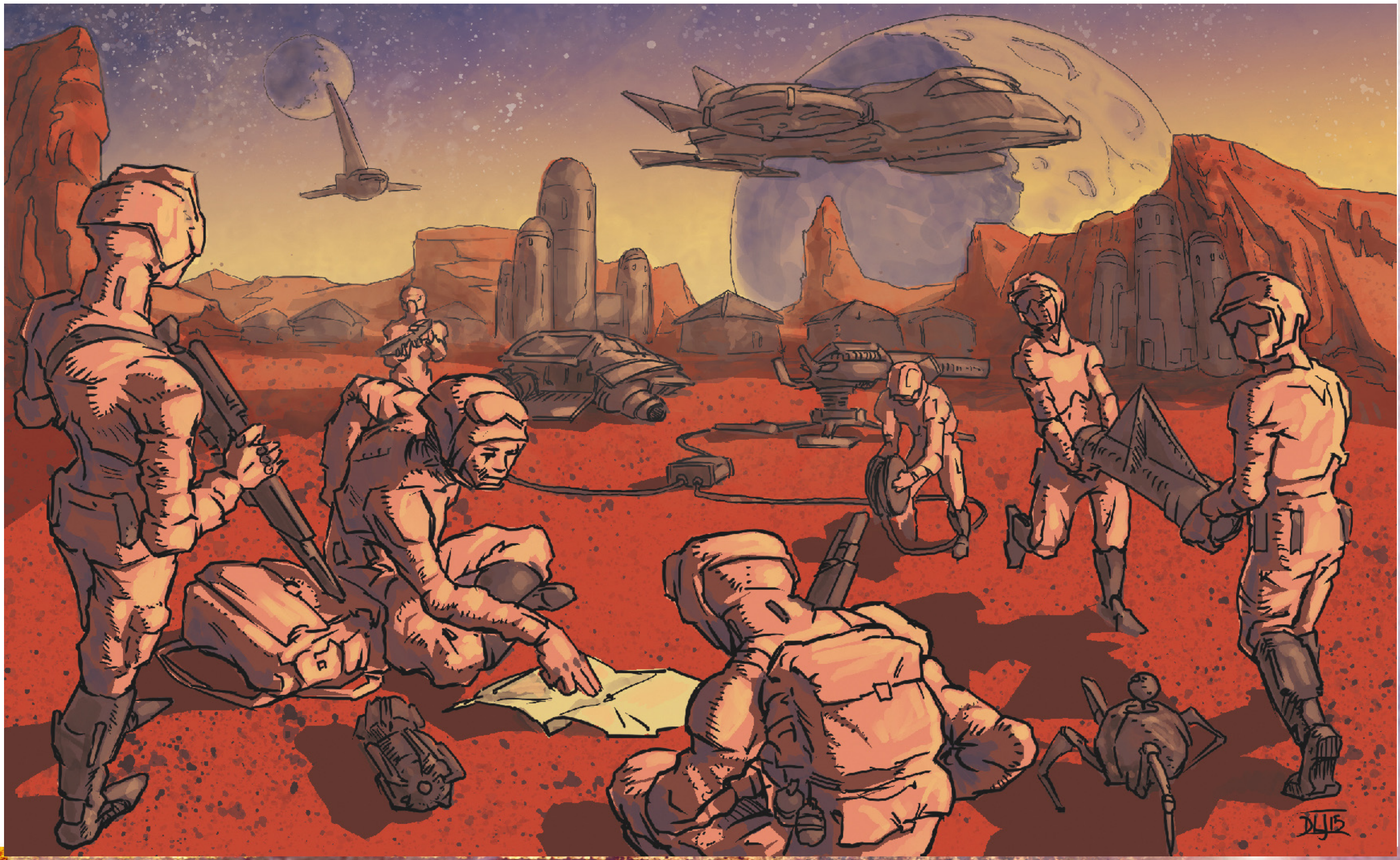
School enchantment (mind-affecting) **Level** cleric 4, magus 4, paladin 4, sorc/wiz 4
Casting Time one minute
Components V, S, M/DF (military recruiting and training manuals)
Range touch
Duration instant
Saving Throw none **Spell Resistance** no
This spell condenses sixty days of intense military training into as many seconds. When the spell is cast, the recipient becomes physically conditioned and more combat capable, as well as becoming instinctively knows basic military tactics, and gaining a baseline understanding of a particular service's rank structures, procedures and culture.

The spell's recipient gains one rank each in the following skills, if they have no ranks in them: Climb, Profession (soldier), Swim, and Survival. If the recipient has at least 5 ranks in any of these skills, he or she gains Skill Focus in that skill instead. The recipient also gains the following bonus feats: Personal Firearms Proficiency and Advanced Firearms Proficiency and Endurance. The recipient becomes proficient with Light and Medium Armor and with Simple and Martial weapons, if not already.

After the spell is cast, the recipient falls unconscious for 2d4 hours, awakening naturally at the end of this period. If awakened early, the spell fails and the spell's recipient gains no feats or skills. As *basic military training* can only affect a willing creature, it offers no saving throw.

BATHROOM WALL WISDOM

School divination **Level** bard 1
Casting Time 1 standard action
Components V, S, M (a marking pen of some kind)
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
You tap the collective unconscious of the universe and twist things just right so the answer to some riddle that's been rattling around in your brain can be found graffiti-ed onto the wall of some shit-stained bathroom stall somewhere. This spell is cast at the threshold of a bathroom suited to your gender and species.



Once cast, probabilities change, and useful graffiti appears inside the bathroom somewhere. No check is recovered to find the data, but it takes a few minutes of searching in some fairly foul places. This spell allows you to retry any Knowledge check failed within the past week, with a +5 luck bonus on the check. You may also make a single Diplomacy check to gather information (DC 10: common facts and rumors) while in the bathroom, also at a +5 luck bonus. The information gleaned from bathroom stalls might not be very comprehensive, but it might be useful.

B.F.G.

School transmutation
Level alchemist 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell enlarges a touched firearm to absolutely ridiculous proportions. For the duration of the spell, the enlarged weapon's damage dice increase in size by one step per five caster levels. The weapon's other properties, including apparent weight and bulk do not, at least not as far as game-play statistics are concerned. If the weapon inflicts multiple die of damage (such as a pistol that would normally inflict 2d6 damage), each die is increased separately.

BIGOTED PERCEPTION

School illusion (mind affecting) **Level** bard 1, sorc/wiz 1
Casting Time one move-equivalent action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
You wrap yourself in an illusory guise delved up from the depths of your mark's subconscious. Anyone failing their saving throw against this spell perceives you as the race, species and gender they most despise or mistrust, perceiving you as dressed and equipped appropriately for a stereotypical member of the supposed group. Those who fail their saving throw against this spell always have an initial starting attitude of Unfriendly (or worse) towards you.

You do not know what appearance you will take in the eyes of your mark(s), and each person who fails their save against this spell perceives you differently.

BIRD FLIGHT

School transmutation **Level** druid 3, sorc/wiz 3, summoner 3, witch 4
Casting Time one standard action
Components V, S, F (the aircraft to be enhanced)
Range touch
Duration one minute/level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell makes flying machines more birdlike, giving them phenomenal maneuverability and physics defying performance. When this spell is cast, the aircraft enhanced becomes semi-alive, its wings taking on feathery decorative motifs, its hull and turbines seeming to breathe, and an almost predatory gleam appearing in its cockpit glass.

For the spell's duration, the aircraft's maneuverability increases by one category and its Fly speed increases by 25%. The aircraft gains Hover as a racial bonus feat. For the spell's duration, the aircraft's Hit Points can be restored by Heal checks, cure spells and the like, as if it were truly a living creature.

BLAST SWEEP

School abjuration **Level** cleric 3, magus 3, paladin 2
Casting Time one standard action
Components V, S, M (an explosive residue test strip)
Range medium (100 ft + 10 ft/level)
Effect a 60 ft radius burst centered on the point of origin
Duration 1 round/two levels (D)
Saving Throw None (object) **Spell Resistance** No (object)
Improvised explosives are one of the deadliest threats facing modern soldiers, spawning the development of a spell specially designed to nullify undiscovered explosives. With a moment's concentration, you emit a spherical pulse of psychokinetic energy, which disrupts the electro-chemical structure of undiscovered ordnance.

All bombs, explosives, grenades and similar combustibles within the spell's area of effect are nullified, and all open flames are extinguished. Unexploded or affected by this spell remains non-functional and is highlighted by a brightly glowing aura for the spell's duration, making it easier for bomb-disposal teams to spot.

You may affect even yet-to-be-launched missiles, up to and including nuclear weapons, with this feat, assuming the weapons are unfired and their warheads are within your range when you activate this power. If a piece of ordnance is activated or triggered during the dampening period, it will explode immediately once this effect ends, unless it is defused or disabled first.

BLOODLESS BIRTH

School conjuration (healing) **Level** alchemist 1, cleric 0, druid 0
Casting Time one standard action
Components V, S, M (a small bowl of pure water)
Range touch
Duration instant harmless)
Spell Resistance Yes (harmless)
Bathing their fingers in the washing bowl that forms this spell's material component, the caster's fingers gain the ability to pass harmlessly through the belly of a pregnant female. This spell will only function after the female's water breaks and delivery begin, and allows the spellcaster to easily pull the child through the pregnant woman's abdomen without harm. The placenta and afterbirth are delivered vaginally a few minutes later.

BOARDING LOCK

School transmutation **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, M (a screw or spring from a salvaged airlock door)
Range touch
Duration 1 round / level
Saving Throw Yes (object) **Spell Resistance** Yes (object)
By placing his palm anywhere on the hull of a starship, the spellcaster creates an airlock from the plastic and metal of the hull. The airlock has an interior volume of about 20 ft (four 5 ft squares) and has apertures large enough to comfortably allow a Large creature to pass easily. Huge creatures must squeeze. The airlock cannot open both its inner and outer doors simultaneously; it requires one full round for the airlock to cycle completely. The airlock's general appearance corresponds to that of the starship it is formed from.

BOUNTY HEAD

School divination **Level** bard 1, inquisitor 1, ranger 1
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** Yes
By speaking a potential bounty's full name aloud (or touching a person whose name is unknown to you) you gain an awareness of what solar system has the highest bounty for the person, and who to contact to arrange the handover and payout. In the case of a touched bounty, the spell does not provide any other information about the payout amount and who wants the target. In the case of a bounty where the apparent payer is different than the actual payer, or the actual faction who wants the target, only the immediately obvious information is provided.

BOWCASTER

School evocation (fire) **Level** druid 1, magus 1, ranger 1
Casting Time one standard action
Components V, S, M (the firing circuits of a salvaged spacer's blaster)
Range touch
Duration one round/level (D)
Saving Throw None (object) **Spell Resistance** No
This spell briefly transforms a primitive bow or crossbow, the kind found on millions of pre-starflight worlds, into a dangerous, military-grade energy weapon. When this spell is cast, the touched bow or crossbow's appearance changes, becoming a bulky device of high-tech black alloy. When an arrow or bolt is notched, the projectile undergoes a startling transformation, becoming a waiting bolt of exotic energy, waiting to be fired.

The projectile inflicts an amount of fire damage equal to its base damage on a successful hit. The transformed bow or crossbow can be fired underwater or in vacuum at no penalty. Ammunition loaded retains any special properties, except that its damage type changes to fire. This spell will not affect any bow or crossbow that does not need to actually be loaded, for instance, a weapon with the infinite ammunition property.

BREAK GESTALT

School enchantment (mind-affecting) **Level** bard 2, magus 2, sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
This spell wraps a powerful Gestalt Battlechanger in twisting, lashing coils of energized, lime-green plasma. If the Gestalt fails its WILL Save against the effect, it is forced out of its combined form and cannot reform as the Gestalt for at least one minute. Members of the combiner team appear in the nearest open space to the space occupied by the Gestalt.

BURNING JUSTICE!

School evocation (fire, good) **Level** paladin 4, inquisitor 5
Casting Time one standard action
Components V, S, F
Range personal
Duration one round/four levels
Saving Throw None **Spell Resistance** No
A swirling corona of golden flames erupts around you, and your skin, hair and eyes blaze with sunlight and plasma. A surge of energy rushes through you, increasing your boldness and capacity for heroism.

For the spell's duration, you are surrounded with a 5 ft aura of positive energy, which generates +1d4 points of positive energy damage per round (which heals many living creatures). This aura generates bright illumination in a 30 ft radius, which counts as natural sunlight.

For the spell's duration, when making attack rolls against any creature with the evil subtype, you roll 2d20 and take the better of the two rolls. If performing a skill that would directly result in saving an intelligent life (such as a Heal check to stabilize a dying man, or an Acrobatics check to cross a burning room to rescue a trapped victim) you roll 2d20 and take the better of the two rolls.

BUTCHERY SAW

School conjuration (creation) **Level** magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None **Spell Resistance** Yes
This spell conjures a whirring buzzsaw made of liquid metal with an occult design carved in the center the blade. The buzzsaw leaps from your outstretched fingers to sink into the flesh of a target.

The butchery saw is a ranged attack with a maximum range as listed in the spell's description and no range increment. The butchery saw inflicts 1d8 + primary casting modifier points of slashing damage. Its critical range is 20/x3. The butchery saw receives a +1 enhancement bonus to hit and damage per two caster levels (maximum +5 at 10th level).

CALL CLOUDFIRE MECHA

School conjuration (creation, metal) **Level** sorc/wiz 8
This spell functions as Call Powered Armor, save that you summon a single Cloudfire Mecha (Battlechangers) either around yourself or around a willing creature that you are touching when this spell is cast. You choose which mode the Cloudfire arrives in. If you are in an area large enough to accommodate the Cloudfire it appears around you; otherwise, it appears with cockpit open and ready in the nearest open space that can accommodate a creature its' size.
GM Note: If you are using other Mecha in your campaign of roughly equivalent power level to the Cloudfire, you can use this spell as a template to create a spell that summons those other varieties of Mecha. Each iteration of this spell only summons a single type of Mecha; a 9th level variant would offer a choice between several different types of Mecha.

CALL GUNMOTHER

School conjuration (calling, lifespawn) **Level** sorc/wiz 8
Casting Time one minute
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL Negates (see text)
Spell Resistance see text
This spell opens a massive rift in space, which a gleaming xeno-deity called a Gunmother passes through, called from some unimaginable and distant solar system. You attempt to call a Gunmother. If you know a specific Gunmother's name, you can attempt to call that specific creature. The Gunmother will always appear when called into the presence of a superior female specimen for genetic uplift; this candidate must always be a lawful female creature, or when called during or immediately before a battle against Chaotic or Nemesis or Singular heritage Lifespawn forces.

The Gunmother may choose to assist the caller in battle if the battle meets its criteria for acceptable combat. The Gunmother may choose to sacrifice herself to uplift and impregnate a female candidate, but only if she believes the female candidate will use the power, or raise her child, in accordance with the Gunmother's philosophy. The Gunmother may also refuse to take any helpful action, at the game master's option.

You can attempt to force the Gunmother to perform a task, if you do, you must use a *magic circle* and follow the process of the *planar binding* spell. Compelling a Gunmother in this manner is a sure way to earn the hatred not only of the Gunmother species, but all agents and children of The Mother.

CALL MECHANIZED INFANTRY

School conjuration (metal, summoning) **Level** cleric 9, sorc/wiz 9
Casting Time one standard action
Components V, S, M (tank battalion unit patches from your birth nation)
Range long (400 ft + 40 ft/level)
Duration one round/level (D)
Saving Throw none **Spell Resistance** no
You summon a roaring line of tanks to pulverize your enemies with superior firepower. This spell functions as *summon monster I* or similar spells*,* save that it summons one Tank (*Secret Soldiers*, Otherverse Games, 2017) per two caster levels (maximum 10 tanks). Summoned Tanks are driven by a phantasmal crew which gives the Tank average statistics.

CALL POWERED ARMOR

School conjuration (creation, metal) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (circuits or ablative armor chips from a suit of military powered armor)
Range personal or touch
Duration one round/level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
You call an advanced suit of powered armor into being around yourself or a touched creature. The armor begins as glowing lines of force, like a schematic of light around the recipient, which quickly solidifies into aerodynamic steel and polymer.

You summon a suit of Grade I Powered Armor around yourself or a willing creature that you are touching when the spell is cast. The recipient is considered proficient in this armor.

At 15th level, you may summon a suit of Grade II Powered Armor instead.

CALL POWERED ARMOR, GREATER

School conjuration (creation, metal) **Level** sorc/wiz 7
This spell functions identically to *Call Powered Armor*, save that you summon a set of Grade III Powered Armor. Alternatively, you may summon a suit of Grade II Powered Armor with a flight speed equal to twice the wearer's base land speed and average maneuverability.

CALL POWERED INFANTRY

School conjuration (creation, metal) **Level** sorc/wiz 9
Range medium (100 ft + 10 ft/level)

This spell functions identically to *Call Powered Armor,* save that you summon one suit of Grade I Powered Armor around a willing ally per two caster levels, no two of which may be more than 30 ft apart.

CARNAL PARASITISM

School transmutation **Level** alchemist 2
Casting Time 1 standard action
Components V, S, M (a tiny vial with the mingled blood or sexual fluids of two lovers)
Range touch
Duration 1 hour / level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
When this spell is cast, you touch two creatures (you can be either of these creatures), designating one to be the 'giver' and one the 'taker'. The two creatures begin a sex act, as lusty and intimate as they can make it. As the sexual encounter progresses, the giver's body shrinks and withers, losing muscle mass and physique, while the taker becomes massive and hyper muscular.

The giver suffers enough temporary STR and CON damage to reduce him or her to scores of 10 in both attributes. Lost points are recovered as normal for temporary ability damage. The dramatic physical changes associated with this spell fade as the ability score damage is recovered.

The taker receives an enhancement bonus to his or her STR and CON scores equal to the ability score damage suffered by the giver. This enhancement fades at the end of the spell's duration, as do the physical changes, and otherwise functions identically to *Bull's Strength* or *Bears Endurance*. If this spell is cast again to benefit the 'taker' before the first casting's duration expires, the new enhancement bonus replaces (and does not stack with) the original spell's casting.

This spell will not function if the giver is under any form of compulsion.

CAT'S ANSIBLE

School divination **Level** sorc/wiz 3
Casting Time one standard action
Components V, S, F (a living housecat or similar animal)
Range touch
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
This strange spell briefly transforms an ordinary housecat into a faster-than-light voice communications device called an *ansible,* which offers real-time communication across galactic distances. For the spell's duration, the cat used as the spell's focus enters a lethargic slumber, occasionally twitching or moving as the communication takes place. The spellcaster must remain in physical contact with the cat, usually stroking or petting it, for the entire length of the spell. If contact is broken, the spell ends.

Communication via the cat's anisble is purely verbal. The spellcaster can speak normally, and 'hears' the reply mentally, though no actual sounds are made. The spellcaster can designate any existing FTL communications system or ansible receiver known and transmit to that receiver, choose to transmit on a particular frequency or communications band, or designate a particular receiver by name or location. If the intended recipient is within 60 ft of any housecat or similar animal, it will walk to the recipient and become the distant focus for this spell, allowing two way communication. Distance is irrelevant, as long as the intended receiver is on the same plane.
hold objects. The character cannot cast spells with somatic components during the spell's duration.

CEREMONY OF REMOLDING

School conjuration (creation) **Level** alchemist 6
Casting Time 24 hours
Components V, S, M (Fuelon crystals, rare ores and a pre-built robotic endoskeleton worth collectively 60,000 gp), Racial (Battlechanger)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Many Battlechangers share standardized body types, physically distinguished only by their cranial armor and decoration and their unique color schemes and external weapons. This sacred spell allows Battlechangers to reproduce in a new way, by imitating the form and abilities of an existing Battlechanger, who serves as a 'prototype' for the spell. The prototype must be present for the entire casting ritual and must be willing to participate; no form of magical or mundane compulsion can force participation in this ritual.

At the end of the ritual, the components and robotic endoskeleton component form into a new Battlechanger lifeform. Aside from minor cosmetic details, the new Battlechanger is physically identical to the prototype. The new Battlechanger has identical physical ability scores to the prototype, but acquires new mental ability scores in the manner appropriate to the campaign; the Battlechanger is a first level character with an alignment within one step of the caster. The new Battlechanger has the same alt-mode (s) as the prototype, as well as any racially specific feats or traits that reference physical anatomy (such as the Off Road Tires trait or the Ground Walk feat, for instance). If the original had the Circuit Chalice feat or related feats, the new Battlechanger specifically does not gain these feats.

CENTURY MACHINE

School abjuration **Level** alchemist 4, sorc/wiz 4
Casting Time one minute
Components V, S, M (preservative salts and machine oils, worth 10 gp/DC 4)
Range touch
Duration one decade + 10 years/level
Saving Throw FORT negates (harmless)
Spell Resistance No (harmless, object)
This spell places a deactivated machine in a deep stasis, allowing it to survive decades of inactivity and be ready for service again the second it is powered on. This spell can only be placed on an unattended, non-sentient machine, weapon or vehicle. For the spell's duration, the machine does not suffer the effects of the passage of time, similar to *gentle repose,* and can be activated again even decades later easily. For instance, gasoline in a fuel tank will not degrade, nor will plastic or rubber hoses decay.

The machine is not meaningfully affected by weather (paint will not crack or chip, nor will ordinary hail crack glass, for example. However, this spell provides no protection from intentional damage or from magical or supernatural weather. The spell's duration ends once the stored machine is interacted with, or if the machine is intentionally damaged.

CHAINSAW HANDS

School transmutation **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (a few links of chain from an old chainsaw or chain sword)
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
When this spell is cast, the caster's hands and forearms transform into a pair of diamond-tipped chainsaws, each more than a meter long and sheathed in a red and black hazard-painted casing. The chainsaw limbs roar with mechanical fury and spit stinking petro-chem pollution.

The Chainsaw Hands inflict 2d4 + STR modifier points of Slashing damage (crit 20/x4) on a successful hit; it is considered a magic weapon for the purpose of overcoming damage reduction. These weapons have the Distracting and Deadly weapon properties. While the spell is in effect, the character is considered to have the Improved Sunder and Improved Two Weapon Fighting feats. While the spell is in effect, the character's hands become useless, and cannot manipulate or

CITIZEN SOLDIERS

School enchantment (mind-affecting)
Level cleric 8, sorc/wiz 8
Casting Time one hour
Components V, S, M/DF (military relics of great historic value from the caster's nation, worth at least 5,000 gp/DC 23)
Range long (400 ft + 40 ft/level)
Duration either instant or one month (see text)
Saving Throw none **Spell Resistance** no
This spell functions like *basic military training* save that it affects up to five individuals per caster level, none of whom can be more than 10 ft from one another, and all of whom must be within the spell's range. The spell's recipients must all be citizens or permanent residents of the caster's nation of origin.

The spellcaster can cast this spell in two variations. If the caster chooses to render recipients unconscious for 2d4 hours, as per the *basic military training* spell, the effects are permanent and the spell's duration is instant. If the caster eliminates the period of unconsciousness, the effects of the spell last for only one month, and *citizen soldiers* can be dispelled, though the newly trained soldiers are ready for battle much quicker.

COMBAT DESIGNATOR

School evocation (light) **Level** bard 1, cleric 1, inquisitor 1, magus 1, ranger 1, paladin 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range long (400 ft + 40 ft/level)
Duration concentration
Saving Throw none **Spell Resistance** no
You trace a slender laser beam over a target's body, making it far easier for your allies to hit and damage the target, either with conventional weapons or with spells.

This spell requires a successful ranged touch attack against the target. Once successfully targeted, you can maintain the spell until the target is destroyed, moves out of range, or you cease concentration. For as long as you maintain concentration, your allies gain a +1 insight bonus on attack and damage rolls against the target. If the target has total concealment from sources such as smoke, fog, mist or poor illumination, it degrades to concealment; ordinary concealment from these sources is negated.

If your allies cast spells from the evocation school or manifest powers from the psychokinesis discipline against the target, increase the Saving Throw DC by +1 while *combat designator* is active.

COMBAT MOHAWK

School transmutation (possible elemental subtype: see text)
Level bard 1, cleric 2, magus 1, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a safety pin used as a body piercing)
Range personal or touch
Duration 1 round/level (D)
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
Your touch turns some boring, ordinary head o' hair into a whirling, fiery or icy Mohawk that's sharp enough or nasty enough to kill somebody. The character's hair becomes a bizarre Mohawk, of some kind, preventing the use of any hair-based powers or abilities, such as Serpentine Mane for the duration. The Mohawk appears above any helmet or spacesuit the character is wearing.

Your Combat Mohawk is a secondary natural attack form that inflicts 1d8+your casting modifier) points of damage (crit 20/x3). You may make an attack with your Combat Mohawk as a swift action while grappling. The Combat Mohawk counts as a magical weapon for the purpose of overcoming damage reduction.

When you cast the spell you decide the type of Mohawk, which determines the type of damage it inflicts.

- ***Buzzsaw Blade Mohawk:*** inflicts slashing damage.
- ***Fiery Mohawk:*** inflicts Fire damage, spell gains the Fire descriptor.
- ***Icy Mohawk:*** inflicts Cold damage, spell gains the Cold descriptor.
- ***Lightning Mohawk:*** inflicts Electrical damage, spell gains the Electrical descriptor.

COMFORTABLE ACT

School transmutation **Level** alchemist 1 sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration one day
Saving Throw None (harmless) **Spell Resistance** No (harmless)
This simple, lustful spell is a favorite of perverse spacers and xenophiles. The spellcaster joins hands with the subject (s) of this spell; multiple creatures, as many as one per caster level, can join hands to all share the benefit of this spell. For the spell's duration, those affected can comfortably enjoy sexual intercourse together, regardless of the creature's size or any quirks of anatomy.

COMMS INTERCEPT

School divination (electricity) **Level** bard 1
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw No **Spell Resistance** No
If either the transmitter or the receiver of a wireless, cellular, television, radio, wifi or similar electronic transmission is within the spell's area of effect, you can perceive the signal for the spell's duration. You see images or hear sounds in your mind, as if watching a television or using a radio normally. Encrypted signals are decrypted to the point they become intelligible to your senses, but the resulting data may still be meaningless to you (for example, an enciphered radio signal where the transmitter is speaking in code, slang, or a language unfamiliar to you).

You perceive all signals within the spell's range, and can tune your consciousness to perceive one signal at a time, like changing frequencies on a radio.

COMMS SCRAMBLING

School divination (electricity) Level **Bard** 3
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw WILL negates (see text)
Spell Resistance No
This spell functions identically to *Comms Intercept*, save that in addition to listening in on a signal in range, you can also jam that particular signal. The signal becomes unintelligible to you, as well as the intended receiver (s) within the spell's range (though it may be intelligible to those outside the spell's range.

A jammed receiver can attempt a new WILL Save each round to clear the jamming for one round, but must make a new WILL Save at the beginning of each round to continue receiving a clear signal.

CONDOM WHEN YOU NEED ONE

School conjuration (creation) **Level** alchemist 1 sorc/wiz 0
Casting Time 1 standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** Not applicable
You wiggle your fingers and a condom either appears in your hand, still in its plastic wrapper, or 'deployed' around any penis you happen to be touching at the time. You choose the condom's color, style and lube flavor. If you

want, you can conjure similar prophylactic devices, from dental dams to weird alien safe sex devices, instead.

CONFUSED VIOLENCE

School transmutation (chaos) **Level** cleric 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Duration 1 round/ level
Saving Throw WILL Negates **Spell Resistance** Yes
This spell warps space and fuddles perception, so that when your enemy thinks he's swinging his weapon at you, he's really slicing into someone else instead. If the target fails their save, any time they attempt to initiate an attack, they attack the character with the Initiative check result immediately after their intended target.

For example, if a Command Enforcer afflicted with this spell attempted to shoot Suzy Stardust (Initiative 13), the attack would target the next creature in the Initiative order, an allied Command Officer (Initiative 11). If the creature after the intended target's Initiative count is the attacker itself, the attacker will attack itself. If the creature after the intended target's Initiative count is out of range of the attacker's weapon, the attacker's action is wasted in futile action.

CONFUSED VIOLENCE, MASS

School transmutation (chaos) **Level** cleric 5, witch 5
Casting Time 1 standard action
Range close (25 ft plus 5 ft/ 2 levels)
This spell functions as *Confused Violence*, except it affects one creature per level, no two of which can be more than 30 ft apart.

CONJURE FREAKISH WEAPONS

School conjuration (creation) **Level** magus 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M (a broken tooth, gear or chainlink from a chainsaw or chain axe)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
What do you do when you've got a pressing need to cut somebody in half with a chainsaw, but don't have one handy? Cast this spell and let 'er rip!

When you cast this spell, one of the following unusual weapons appears in your outstretched hands. The spell ends, and the conjured weapon vanishes if it leaves your hands. You are considered proficient with the weapons conjured by this spell.

- Chain Axe
- Chainsaw
- Emergency Scissors
- Gravity Hammer
- Heavy Captive Bolt Gun

When you reach 15th level, you add the following weapons to the list of those you can conjure with this spell.

- Particle Axe
- Particle Katana

When you reach 18th level, you add the following weapons to the list of those you can conjure with this spell.

- Fusion Blade
- Psycho-Kutter

CONSUMERISM BEATS VIOLENCE

School transmutation (good) **Level** cleric 3, witch 3
Casting Time one standard action
Components V, S, racial (Pacifician)
Range close (25 ft + 5 ft/two levels)
Duration 1 round / level
Saving Throw WILL Negates (object)
Spell Resistance Yes (object)
This Pacifician spell sends out a wave of pink and gold radiance, that transforms all weapons a 30 ft radius burst into random consumer goods. Attended weapons that fail their saving throw transform into bright pink hair dryers, musical instrument, insta-ration rehydrators, and other useless household goods…most of which are widely advertised on Corporation Command media. Unattended weapons receive no saving throw. Weapons return to their normal state after the spell's duration ends.

COPPERBLAST

School conjuration (creation) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, M (a copper coin)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw REF negates **Spell Resistance** No
A wave of liquid copper rushes from the caster's fingertips, sheathing the target in a rapidly hardening shell of superconductive metal. For the duration of the spell, all of the target's movement modes are reduced by 10 ft, and the target is considered heavily encumbered. If the weight of the target's gear pushes the target past heavily encumbered, the target becomes immobile for the duration of the spell.

In addition, for as long as this spell is in effect, the target becomes Vulnerable to Electricity. A target ensnared with this spell may attempt a STR Check (DC 15 + caster level) to break the copper sheathe as a standard action. Succeeding on this check ends the spell.

COSMETIC ALT-MODIFICATIONS

School transmutation **Level** alchemist 1
Casting Time one minute
Components V, S, racial (Battlechanger)
Range touch
Duration instant

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

This spell is prized by fashion conscious Battlechangers, as it allows them to make dramatic changes to their alt-mode and robot form detailing without the necessity of a full systems rebuild. This spell allows the touched Battlechanger to alter cosmetic details of its alt-mode and robot form, such as coloration, vehicle styling, decorative elements and the like.

COSMETIC HEALING

School conjuration (healing)
Level alchemist 1, cleric 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw FORT Negates (harmless)
Spell Resistance No (harmless)

With a touch, the cleric wipes away the effects of scarring injuries. A single casting of this spell wipes away scars, brands, tattoos and other markings in an area no larger than the caster's outstretched hand. This spell does not perform actual healing, and can only be cast on injuries that have already been completely healed, either by mundane or magical means.

CRASH BALLOON

School abjuration **Level** cleric 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 round / level

Saving Throw None **Spell Resistance** No
With a touch, a willing creature is sheathed in thick, air filled plastic and polymer balloon that completely encloses their body, though still allows them to breath normally. The spell's recipient is considered *helpless* for the spell's duration but becomes immune to Bludgeoning damage and damage from a vehicular crash or fall for the duration of the spell.

CRISIS UPGRADE

School transmutation (electricity, metal) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, F (suit of powered armor, grade I or better)
Range touch
Duration one hour/level
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
Simply by touching a suit of powered armor, you dramatically increase its technology level, radically upgrading the machine. The armor's hull takes a gleaming, metallic hue reflective of the wearer's personality.
With each casting of this spell, you may make a single upgrade to the affected powered armor.

- Upgrade its Grade (from Grade II to Grade III, for example)
- Add a Flight speed of 300 ft (average)
- Upgrade an existing Flight speed by +100 ft and one maneuverability category
- Increase the powered armor's AC bonus to +12 and decrease arcane spell failure chance to 20%
- Upgrade the suit's sensor suite to grant Blindsense 500 ft, Darkvision 500 ft, and upgrade its onboard computer to +5

This spell will enhance temporary or magically conjured powered armor, such as those created with the various *call powered armor* spells.

CUBE SQUARE LAW

School necromancy **Level** druid 6
Casting Time one standard action
Components V, S, M (a crushed insect's exoskeleton)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw FORT negates (see text)
Spell Resistance Yes
The cube square law reminds even the largest xeno-monstrosities that some things are simply too big to exist. This spell can only be cast on a target of Huge size or larger; if cast upon a smaller target, it simply fails. The target suffers a penalty on its saving throw equal to its size penalty to Armor Class.

Targets who fail their saving throw are *slowed* for the spell's duration, suffer one of the following effects each round, chosen by the target. These penalties are cumulative and stack with themselves; penalties (except for HP loss) vanish at the end of the spell's duration.

- Suffer a -2 penalty to Armor Class
- Suffer 1d4 points of temporary STR or DEX damage
- Suffer 3d6 HP damage

Each round, the victim can attempt a new FORT Save to end the effect.

CUSTOM FUR-NISHINGS

School transmutation **Level** sorcerer/wizard 2
Casting Time one minute
Component V, S, M (a bit of fur or feathers from the beneficiary of the spell)
Range all furnishings in a single room no more than 30 x 30 ft
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** No
For Anthros with a distinctly nonhuman shape, finding bedding, chairs, tables and other furnishings can be an impossible task. Human craftsmen just don't understand that a tail makes sitting normally just about impossible! This spell changes that.

This spell transforms all non-magical furniture, bedding and other household articles within range to accommodate the need and physiology of a single Anthro, chosen when this spell is cast. Furniture changes style and appearance to correspond to the designated Anthro's needs, including changing size by as much as one category if necessary. The caster designates which Anthro's definition of comfort defines the new appearance of the furniture at the moment of casting and may cast this spell to benefit him/herself or another Anthro.

CUSTOM MOD

School transmutation **Level** alchemist 2, sorc/wiz 2
Casting Time one minute
Components V, S, F (a mechanical or electronic tool kit)
Range touch
Duration instant
Saving Throw FORT negates (harmless, object)
Spell Resistance No (harmless, object)
This spell allows you to customize a touched, non-weapon item or device of size Medium or smaller, to your personal use. When this spell is cast, you decide what modification you wish to make to the object, which can be any virtually anything such as a laptop computer, skill kit, electronic

device, even a favorite toy. This spell instantly performs the chosen modification to the object without the need for a skill check.

When this spell is cast you can do any of the following. At 10th caster level, you can perform two functions with a single casting of the spell.

- Purely cosmetic modifications to the device (change color, modify the case,ect)
- Add the Masterwork quality
- Add a single gadget to the device (such as a silencer or the Compact gadget, ect)
- Change the power source to allow the device to run on Spell Points (1 spell point per 2 hours runtime)
- Change the item's composition from metals to non-ferrous polymers to allow the item to pass through metal detectors
- Any other modification the GM will allow.

If the item to be modified has been affected by this spell within the previous year, this spell automatically fails.

Cybergasm

School evocation (pleasure) **Level** magus 4, sorc/wiz 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
This spell overloads the sensory circuits of living machine with pleasurable energy surges and orgasm-viruses. The targeted machine is lit by sparking golden flames that play across their hull as they spasm and scream.

Cybergasm can only affect creatures of the Construct type or with the Android, Battlechanger*, Cyborg*, Half-Construct, Mecha*, POETICA*, or Robot subtypes (or any similar subtype), and this spell has full effect on targets normally immune to Pleasure damage, assuming it can penetrate their spell resistance. A general immunity to magic provides no specific protection against this spell.

The target suffers 1d8 points of Pleasure damage per caster level (maximum 20d8).
**starred subtypes are unique to Otherverse Games' campaign settings*

CYBERNETIC GIFT

School transmutation **Level** alchemist 2, sorc/wiz 3
Casting Time one standard action
Components V, S, M (a handful of pomegranate seeds)
Range touch
Duration one hour/level
Saving Throw None **Spell Resistance** No
This spell offers a temporary transhuman change to a supplicant, briefly making the spell's recipient a cyborg. For the duration of the spell, the recipient gains a single cybernetic implant of the caster's choosing, which can have a Drain rating no greater than the caster's INT modifier. As this spell can only affect a willing target, it has no saving throw.

CYBER SURGERY

School transmutation **Level** alchemist 5, sorc/wiz 5
Casting Time one minute
Components V, S, M (cybernetics to be implanted, plus a sheet of gold suspended in carbon nanotubes, worth 5,000 gp/Purchase DC 23)
Range touch
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
By touching a willing patient, you perform in seconds what it would take a team of cyber docs working in a fully equipped surgical suite hours to accomplish.

Each time this spell is cast, you may implant a single cybernetic implant, which you must acquire prior to casting this spell. The subject is not fatigued and though the surgery is somewhat painful, the pain only lasts seconds. The subject can use the cybernetic implant normally at the completion of this spell.

CYBER SURGERY, OFFENSIVE

School transmutation **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, M (cybernetics to be implanted)
Range close (25 ft plus 5 ft / 2 levels)
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell is a variation on *Cyber Surgery*, but while that spell is medical in intent, this spell is a deep physical violation. When you cast this spell, you force a provided implant (often a potential lethal implant like a cortex bomb or poison-distributing drug pump) into a living target that fails its FORT save.

In addition to the cybernetic implantation, the target is considered fatigued for a number of hours equal to your caster level as a result of pain and system trauma. The spell's victim can use the implanted cybernetic device normally at the completion of the spell.

DAMN DIRTY APE!

School transmutation **Level** alchemist 4, druid 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M
Range touch
Duration 1 minute / level
Saving Throw WILL negates **Spell Resistance** Yes
A touch devolves a hominid into a powerful, gorilla like form retaining much of the mental acuity of humanoids but coupling it to the physical power of a great ape. The character physically transforms, his musculature and proportions becoming simian, his face taking on a serious, gorilla-like cast, and his body develops a thick, short pelt.

While transformed, the spell's recipient gains the following qualities:

- **+4 STR, +4 CON, -2 INT.** As an ape-alien, the character becomes much stronger but also a little dimmer.
- Gains lowlight vision and the scent special quality.
- Gains two slam attacks at full BAB which inflict 1d6 + STR (small) or 1d8 + STR bludgeoning.
- Thick fur provides a +2 natural armor bonus to AC, plus +1 AC per two caster levels beyond 8th
- Gains a +4 racial bonus on CMB.

DARK PASSOVER

School necromancy (evil) **Level** cleric 9, witch 9
Casting Time one minute
Components V, S, M (the ritual sacrifice of a single living stock animal, such as a champion stallion or bull, worth 8,000 gp/Purchase DC 25)
Range one mile radius per caster level
Duration one round / level
Saving Throw FORT partial (see text)
Spell Resistance Yes
This powerful spell summons a low and ominous ebony cloud that completely blots out the sun for miles around, and calls down rains of vile greenish acid. Each round this spell lasts, all living creatures within the spell's rain suffer 1d6 points of CON damage while exposed to the acidic rain. If a creature succeeds on a FORT save, it takes no CON damage that round, but still must make new saves on succeeding rounds.

The mystical acidic rains do not harm structures or objects, but they will eventually seep through obstructions to slay those taking shelter within. The length of time it takes to seep through a structure is based upon the structure's bulk and construction. Once a structure is penetrated by the acidic rains, the magic affects all floors simultaneously.

- Enclosed vehicles, thin tents, shed roofs, taking shelter under a tree, ect: 1 round.
- Single family homes, most businesses, stone structures: 1d4 rounds.
- Large steel and concrete office buildings, naval vessels, starships: 2d4 rounds.
- Skyscrapers, megastructures like an orbital elevator: 4d4 rounds.

The Dark Passover spell does not harm those marked, tattooed or wearing a particular symbol, chosen by the spellcaster when the spell is cast. Those protected from the Dark Passover's rain do not suffer CON damage unless their protective symbol is destroyed, defaced or removed.

DATAREAD

School divination
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a broken piece of circuit board)
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
You run your fingers over any machine readable data source (a barcode, CD-Rom disk, floppy, thumbdrive, even an old vinyl record, or any other storage device). You experience the data as it would normally be experienced through an appropriate machine; for instance you hear music stored on a CD. If reading a document file, you visualize and read an image of the page, if reading a barcode you see the item's serial number, pricing information, and other barcoded data. You experience the data in the same time required to read it by conventional means.

This spell does not decrypt encrypted data. Without an encryption key, the encrypted document or file appears as random characters or garbage data. If you know the encryption code, or can succeed at an appropriate Computer Use check, made as a mental action, you can also perceive the encrypted data normally.

DATAWIPE

School evocation (electricity)
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a watch battery)
Range touch
Duration instant
Saving Throw FORT negates (object)
Spell Resistance Yes (object)
This spell sends a spark of mystic lightning through a single non-sentient computer or external storage device (CD, disk, thumbdrive, ect) that completely deletes all data stored on the device.
This spell will not affect magical data stored on a device, nor will it affect sentient machines of any type, including robots, constructs, AI or cyborgs of any type. Attended devices receive a save against this effect; computers are considered attended if they are linked to a network currently monitored by a living creature. Computer Use checks made to recover the erased data automatically fail.

DATE

School divination **Level** bard 0, sorc/wiz 0
Casting Time one round
Components V, S, M (a pinch of graphite dust)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
By touching any object, you determine its date of origin, down to the minute if necessary. If the object is one million years old or older, you are *stunned* for one minute after casting this spell.

In the *Otherverse America campaign setting*, if the touched object is from a previous draft of the universe (either the First or Second Universal Iterations) you must succeed at a DC 20 (First) or DC 15 (Second) or permanently suffer 1d4 points of INT and WIS damage, in addition to being *stunned*.

DEAD CELEBRITY

School necromancy **Level** bard 3
Casting Time one standard action
Components V, S, M (a recording of the dead celeb's music)
Range personal
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell summons the unquiet ghost of a famous musician who died too young, usually of accident or suicide, and calls that spirit into the Heavy Future for a jam session. The ghostly musician appears as a spectral ghoul, dressed as in life and carrying their usual instruments or microphone.

For the spell's duration, the ghostly musician provides the bard with a +2 aid bonus on any musical Perform checks and attack rolls with any musical or superior musical weapon. The ghostly musician can maintain concentration on ongoing bardic effects on behalf of the bard that summons it, but does not provide the +2 aid bonus to the bard during that time.

The ghostly musician remains in an adjacent square to the bard at all times. Any amount of channeled positive energy destroys the ghostly musician and ends the spell.

DEADLY PLEASURES

School evocation (Pleasure)
Level magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration 1 round / 2 levels (see text)
Saving Throw WILL Partial (Pleasure damage rules, see text) **Spell Resistance** Yes

You tempt your victim with a cascading rush of pleasure, that increases by the second until their entire nervous system collapses from sensory overload.

On the first round of the spell, the victim suffers 1d4 points of Pleasure damage; if the damage roll is a 3-4, on the next round, the victim suffers 1d6 points of Pleasure damage. On each succeeding round of the spell, the victim suffers a larger die of Pleasure damage if the previous round's damage dice result was in the higher half of the die. If the previous round's damage dice was in the lower half of the die, the next round's die size decreases by one step. If the target successfully saves against Pleasure damage, the effects of the spell end.

Deadly Pleasures' dice progress in the following order. Dice size cannot be smaller than D4 nor larger than D20. Dice progression: D4, D6, D8, D10, D12, D20.

DEEP BOWLS

School transmutation **Level** cleric 0, druid 0, witch 0
Casting Time one round
Components V, S, M/DF (the food to be enchanted)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)

This simple spell twists reality slightly to a full bowl, dish, plate or food becomes slightly fuller. When this spell is invoked, the caster touches a complete meal, up to a feast so massive it covers an entire table. For every four Medium creatures the meal would normally sustain, it sustains an additional Medium creature. At 10th caster level, this spell provides one additional meal per three meals.

DEEP SCAN

School divination **Level** bard 5, sorc/wiz 5
Casting Time one standard action
Components V, S, F (a computer terminal, laptop or other display device)
Range 1,000 kilometers + 500 kilometers/level
Duration instant
Saving Throw None (object) **Spell Resistance** No

Deep Scan allows a techno-mage a comprehensive assay of a nearby starship's capabilities and weapons loadout. The spell has a range that easily allows it to be cast at orbital distances; you do not need to actually see a vessel to scan it, but you must be aware of its approximate position. If multiple starships are within the deep scan's range, you learn the capabilities of the nearest, unless you specifically specify a vessel to be scanned.

You learn the following information about the starship. This information is stored and displayed within the computer system that is the spell's focus.

- The vehicle's current and maximum Hit Points
- The vehicle's maximum speed and acceleration
- The vehicle's number of pilots and crew
- The vehicle's number of passengers
- The vehicle's cargo tonnage
- If the vehicle is equipped with any integrated weapons, and if so, what types
- The vehicle's base saving throw bonus
- The pilot's ranks in Drive or Pilot or other applicable skill
- The general condition of the vehicle and any major system failures or mechanical problems
- The vehicle's registry data, if it is being publicly transmitted (by a transponder or IFF system, if installed)

DETECT INJURED

School divination **Level** alchemist 1, cleric 1
Casting Time one standard action
Components V, S, M (a strip of gauze)
Range 30 ft cone
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No

When this spell is cast, you perceive an auburn aura around the bodies of badly wounded creatures, visible to you even if the wounded person is not. You perceive all non-hostile wounded creatures within a 30 ft cone directly in front of you, even those with otherwise total concealment. This specialized divination spell penetrates most obstacles, but 6-8 ft or greater of stone, wood or metal will block divination, as will a thin sheet of lead.

For the purposes of this spell 'wounded creature' is defined as a creature that meets one or more of the following criteria:

- Is at half its maximum HP or fewer
- Is suffering any ongoing Bleed damage or is dying and not stabilized
- Is poisoned, sickened or nauseated
- Is unconscious

Only non-hostile creatures, such as your allies and creatures indifferent to your presence, are detected by this spell. Hostile wounded creatures are not detected.

DETECT MUTANTS

School divination **Level** alchemist 1, cleric 1, magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range 60 ft
Area cone-shaped emanation
Duration concentration, up to 10 minutes/level (D)

Saving Throw none **Spell Resistance** no
You gain the ability to sense the presence of creatures with the Mutant subtype; you perceive a luminous, golden aura around Mutants, which you can focus on to learn more about the nature of Mutant creature's genome.

The amount of information revealed by this spell depends on how long you study a particular area.

- 1st round – presence or absence of creatures with the Mutant subtype
- 2nd round – the exact number of Mutants and the location of each. If a Mutant is out of your line of sight, you discern its direction though not its exact location.
- 3rd round – the exact species of each Mutant in range (such as human, Hard Gene, Anvil, ect) and the Hit Die of each Mutant.

Each round, you can turn to examine a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

DETECT RADIATION

School divination **Level** alchemist 1, cleric 1, druid 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range personal
Duration one round / level
Saving Throw None (harmless) **Spell Resistance** No (harmless)
You gain the ability to perceive normally invisible radiation as visual disturbances and luminous auras on wave lengths you can perceive. You see a flickering aura around any object that is irradiated, or any object powered by nuclear processes, and can gauge the item or creature's degree of radioactivity.

DIGITIZE FAMILIAR

School transmutation (electricity) **Level** sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, F (a USB thumbdrive or similar storage device)
Range close (25 ft plus 5 ft / two levels)
Duration one hour / level (D)
Saving Throw WILL negates **Spell Resistance** Yes
When you cast this spell, your familiar (who is always considered willing to be transformed) becomes a glowing hologram, its furred or feathered body glowing with lines of solid, ever-changing data. Your familiar becomes an ethereal, intangible being for the spell's duration and sheds light like a torch. Your familiar gains a 60 ft flight speed (perfect) while in this holographic state, as well as the *smartlight* subtype.

While digitized, your familiar can transmit itself electronically as an emailed attachment.
When the file is opened, your familiar appears in the nearest open space to the computer that opened the file. Your familiar can also be stored indefinitely while in digitized form. If the spell's duration ends, or the familiar is summoned, it appears in the nearest space to the storage device. If your familiar is destroyed while in its digitized form, and you retain the storage device used as this spell's focus, you can replace the slain familiar with a back up copy. The spell's duration must be unexpired to use this ability, and doing so immediately discharges the spell.
A familiar returned to life in this manner has its abilities reduced a single level, as if it were owned by a lower level master.

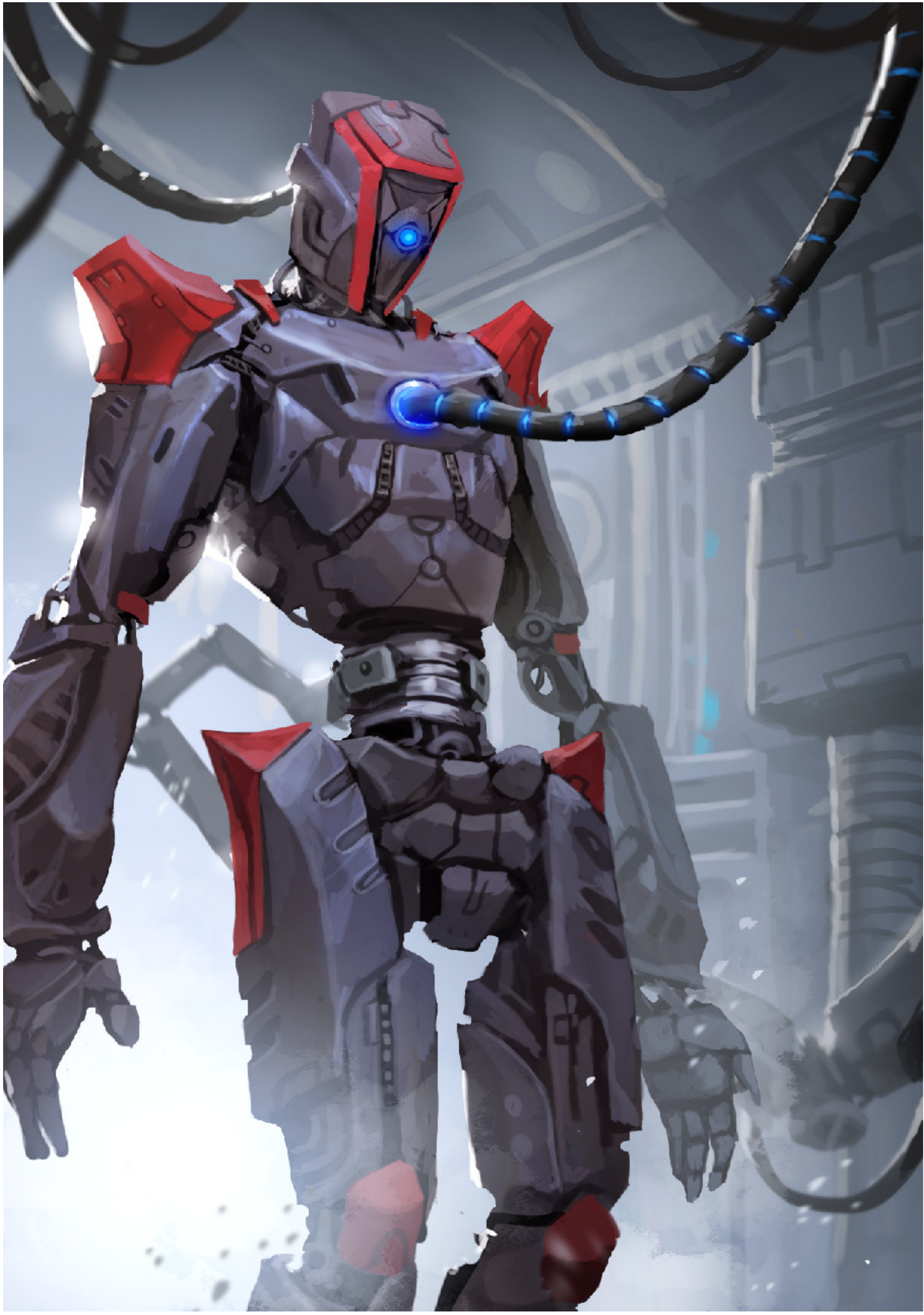
DISCO GRENADE

School enchantment (sonic) (mind-affecting) **Level** bard 6
Casting Time 1 standard action
Components V, S, M (a few shards from a broken nightclub mirror)
Range medium (100 ft plus 10 ft/ level)
Effect a 30 ft radius burst
Duration 1 round/ level
Saving Throw WILL Negates **Spell Resistance** Yes
The spellcaster tosses a glittering handful of glass shards that form an impromptu rotating disco-ball that hovers over the target for a few seconds, bathing everybody in ever-

shifting, multicolored light before exploding in a crash of light and music.

Those caught within the spell's area of effect must succeed at a WILL Save or begin dancing uncontrollably. Dancing creatures are considered *helpless*, and move randomly through the area, while dropping anything held in their hands, as they grove to 70s style funk. While dancing, targets automatically fail saving throws against Sonic damage and any spell with the Sonic descriptor.

Dancing targets are allowed a new WILL Save each round to break the effect. While any target remains within the spell's area of effect and continues to dance, the Disco Grenade creates a zone of bright illumination and such loud noise that it imposes a -10 penalty on all sound-based Perception check made within 100 ft.



DOWNLOADED INTELLIGENCE

School conjuration (creation)
Level sorc/wiz 8
Casting Time one minute
Components V, S, F (a full conversion cyberchassis worth at least 35,000 gp/ DC 30)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No

This spell calls a fully sentient AI from the uncharted depths of the 'net (or the Mesh) and installs this powerful intellect in a top quality cyberchassis, allowing it physical existence for the first time.

This spell creates a Heavy Cyborg with 1d4+1 heroic class levels of the caster's choice This AI has the following statistics, before Heavy Cyborg racial ability score adjustments are applied, assigned as the caster wishes: 16, 14, 12, 12, 10, 10.

The downloaded intelligence receives a +5 racial bonus on Computer Use checks and on one Knowledge check of choice, reflecting its area of expertise as a data-based lifeform. The downloaded intelligence is initially loyal to you and shares many of your goals but you have no special connection or authority over the cyborg.

DISINTEGRATE ARMOR

School transmutation **Level** cleric 3, magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw FORT partial (object) **Spell Resistance** Yes (object)
When this spell is cast, you target a single armored target within range. This spell rips at the armor, disintegrating it in a wash of sickly emerald fog. The target may attempt a FORT Save; if this save fails, the target's non-magical armor and shield are instantly and completely consumed. If the save succeeds, the target's armor and shield gain the *broken* condition. This spell has no effect on magical armor, nor against armor created by magic or psionic effects.

DISINTEGRATE ARMOR, MASS

School transmutation **Level** cleric 6, magus 6, sorc/wiz 6
This spell functions as *disintegrate armor*, except it affects one target per caster level, no two of which can be more than 5 ft apart.

DIVERSITY OF FORM

School transmutation **Level** alchemist 2
Casting Time one minute
Components V, S, M (a tiny vial of blood taken from a living Anthro), racial (caster must have the Anthro subtype)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Anthros come in an almost diversity of shapes and phenotypes- even Anthros uplifted from the same animal species might display radically different anatomies. With this spell, you transform the body of a willing Anthro, permanently changing the Anthro's appearance.

Diversity of Form makes relatively minor changes to the Anthro's shape and anatomy, but the subject is still recognizable as the same creature, simply altered in ways both subtle and radical. None of the changes produced by this spell have any gameplay effect. Each casting of the spell allows the caster to make one change; 10th level and greater casters can produce two changes.
Example changes a caster might impose include:

- Alter the texture, coloration or pattern of an Anthro's pelt
- Alter the shape and configuration of horns, crests, antlers, beaks, or other display appendages.
- Alter the feet from human-like to digitigrade or vice versa.
- Alter the breast structure from human like mammae to multiple small breasts running down the milkline, or vice versa.
- Alter the shape or length of ears, tail, mane, ect.

EARLY DAWN

School evocation **Level** cleric 9
Casting Time One minute
Components V, S, M (solid gold jewelry or art objects worth 20,000 GP)
Range 100 mile radius per caster level, centered on the caster
Duration Instant
Saving Throw No **Spell Resistance** Not applicable
This spell verges on the epic, in both its scope and its grandeur. When the spell is cast, dawn immediately breaks over the target area, potentially banishing night across an entire continent. This is considered a natural dawn, allowing clerics who recover spell slots at sunrise to regain their spells and annihilating any light-vulnerable undead caught within the sudden daylight. This spell does not alter the planet's rotation; areas outside the spells' range that are currently in daylight do not have their days shortened. Instead, this spell adds several additional hours of day light by some physics-defying miracle.

This spell can only be cast between the hours of sunset and sunrise. If cast during daylight, this spell simply fails, and the material component is not consumed. This spell has no effect on prevailing weather conditions; if cast on a cloudy or raining night, the spell will induce a cloudy day. This spell, however, will end eclipses in the targeted area.

EDGE OF MARS

School evocation **Level** cleric 3, magus 2, sorc/wiz 3
Casting Time 1 standard action
Components V, S
Range personal
Duration 1 round / level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
The caster's dominant arm is sheathed in crimson rock as red as the deserts of Mars, and a blade of pure cherry-red force engulfs his hand and fingers. Two spheres of darker crimson rapidly orbit the massive force-blade. The caster is considered proficient with the Edge of Mars.

The Edge of Mars inflicts 2d6 points of Force Damage (crit 20/x4) on a successful hit. Prior to rolling to confirm a critical hit with the Edge of Mars, the caster can choose to forego the critical hit damage to inflict one of two ailments on the target.

- Phobos (Fear): The target is considered *panicked* for 1d4 rounds.

- Deimos (Terror): The target suffers 1d4+1 points of temporary CON damage.

While Edge of Mars is active, the spellcaster cannot hold objects or otherwise use her dominant hand.

ELECTRIC LADYLAND

School evocation (electricity)
Level sorc/wiz 4
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / two levels)
Effect 1 creature per level, no two of which can be more than 30 ft apart
Duration 1 round / level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)

Blue and silver bolts of lightning burst from your fingertips, to strike all allied females within the spell's range. The spell's energy courses through the women's bodies, sharpening their senses, firing their nerves and covering them in protective silver fire. Their eyes go silver, and their hair stands on end.

All female allies within the spell's range gain the following benefits:

- +2 deflection bonus to Armor Class
- +2 enhancement bonus to Initiative score
- Electricity Resistance 5 + 1 per level (max Electricity Resistance 15)
- +1d3 Electrical damage to any successful melee attacks

ELECTROCUTIE

School evocation (electricity)
Level sorc/wiz 6
Casting Time one standard action
Components V, S
Range personal
Duration 1 round / level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)

Your body is energized by millions of amps worth of crackling electricity. Your skeleton is visible beneath your flesh, glowing like a lightning strike, and your hair stands on end and crackles with blue static flame. You become both beautiful and lethal.

For the spell's duration you undergo the following changes.

- Receive a +4 enhancement bonus to CHA, as per the spell *Eagle's Splendor*
- Gain the Electrical subtype, becoming immune to Electrical damage but becoming Vulnerable to Cold damage.
- Heal 1 HP per Hit Point worth of damage an Electrical effect would otherwise cause you
- Gain the ability to fire an electrical bolt as a ranged attack with a 30 ft range increment, inflicting 2d6 + CHA points of electrical damage (crit 20/x3).
- Gain a Flight speed equal to 3x your base land speed (perfect maneuverability).

ELECTRIC TRANSITION

School evocation (electricity)
Level bard 2, magus 2, sorc/wiz 2
Casting Time one swift action
Components V, S, M (a circuit board or AAA battery)
Range personal
Duration instant
Saving Throw REF negates (see text)
Spell Resistance Yes
This spell allows a caster to blink out of reality for half a second, reappearing somewhere else, hopefully a safer spot, in a blaze of silvery electricity. The spell caster teleports to any open, visible square within 15 ft. When the caster reappears, all creatures adjacent to his arrival square suffers 2d6 electrical damage +1 electrical per caster level (max 2d6 +10 electrical damage, REF negates). The caster himself suffers 1d4 electrical damage.

ELECTRONIC INVENTORY

School divination
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Duration instant
Saving Throw WILL Negates (object)
Spell Resistance Yes (object)
For half a second after casting this spell, you perceive all electronic devices as glowing blue schematics, pulsing beneath cloth, or even beneath flesh. When this spell is cast, you gain a total inventory of all electrically powered devices (or alien tech that works to similar ends but uses another energy source) worn or carried by a single creature within range. In the case of cyborgs, you receive a total inventory of all cybernetic implants attached to the character.

You know the name and type of each device, though not its exact capabilities. For instance, if a character was carrying a laptop, you would recognize that, and know the manufacturer, but would not know how much memory the laptop has or programs loaded onto it. Unwilling targets receive a WILL Save; on a success, you gain no information about their devices.

ELECTRONIC SWEEP

School divination
Level alchemist 3, bard 3 sorc/wiz 3
Effect a 60 ft cone in front of you
This spell functions as *Electronic Inventory*, except it generates a cone area of effect, which reveals and inventories all electronic devices within this range. Unattended electronics receive no save against this effect, making this spell ideal for bug sweeping.

ELECTRO-STIM TORTURE

School evocation (electricity, pleasure)
Level sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round / three caster levels
Saving Throw WILL partial (pleasure rules)
Spell Resistance Yes
A lance of crackling electricity erupts from your finger tips and rips through the victim's tissues, lighting them up from the inside as it cooks them alive. The victim suffers 1d10 points of damage per caster level (maximum 10d10) per round; half this damage is Electrical, half is Pleasure. The target can attempt a WILL Save to halve the Pleasure component of this damage.

At the end of the spell's duration, the victim of Electro-Stim Torture must succeed at a FORT Save or be *shaken* for a number of rounds equal to the spell's duration.

EMERGENCY SPACE SUIT

School conjuration (creation) **Level** cleric 1, sorc/wiz 1
Casting Time 1 swift action
Components S
Range personal or touch
Duration 1 hour/ level (D)
Saving Throw None **Spell Resistance** No
A standard Space Suit appears first as yellow wireframe image that rapidly solidifies around your body or the body of a willing recipient. This magical creation functions as a normal Space Suit for the duration of the spell; if the caster is wearing other armor, it is displaced for the spell's duration, and returns to the caster's body when the spell ends. The Space Suit appears as a type common to the caster's culture; if the caster is from a pre-spaceflight species, the Space Suit is a standard model decorated in a traditional native style.

EMERGENCY SPACE SUIT, SUPERIOR

School conjuration (creation) **Level** cleric 3, sorc/wiz 3
This spell functions identically to *Emergency Space Suit* save that creates an Advanced Space Suit with integrated Mag-Boots and an EVA Pack around a single recipient.

Alternatively, the caster can affect one target per 2 caster/ levels, no two of which can be more than 30 ft apart. In this case, all the spells' recipients are equipped with a standard Space Suit rather than the more advanced technology.

EMERGENCY BEAM OUT

School conjuration (teleportation)
Level cleric 7, sorc/wiz 7
Casting Time one swift action
Components V, S, M (a single use quantum-computer circuitry card, worth 100 gp/DC 10)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
This spell teleports you and your allies away in a slow tinkling of golden light, but the teleportation takes several seconds to activate. A perfect escape, but one with its own caveats and dangers.

When you cast Beam Out, you designate up to ten allies of size Large or smaller, none of whom can be more than 30 ft from one another, and who must be within medium range of the caster. At initiative count zero (0) of the round the spell is cast, all these allies are teleported without the possibility of error to a location the caster has visited within the previous hour, and which is within 500 miles of the casting location. The spellcaster can choose to teleport themselves, or remain behind, when casting this spell.

If any of the spell's subjects move farther than medium range from the place where the spell was cast, they are not teleported. If any of the spell's subjects are grappled or otherwise restrained at initiative count zero they are teleported free if they remain within the spell's effective range. If a subject of the spell is slain or falls victim to some other harmful effect (petrified, for instance), they or their remains are teleported at initiative count zero.

EMPTY SPACE SUIT

School necromancy (mind affecting) **Level** cleric 4, witch 4
Casting Time one standard action
Components V, S, F (any worn armor with the Space Suit quality)
Range personal
Duration one round/level (D)
Saving Throw None **Spell Resistance** No
This spell removes the person from within a space suit, leaving the suit's protection intact but removing human vulnerabilities from the equation. For the duration of the spell, the caster is a ghostly presence, no more than a vague shadow within an animated space suit.

For the duration of the spell, the caster becomes immune to mind-influencing effects, death effects, critical hits and stunning. The recipient becomes immune to effects based on race- effectively for the duration of the spell, the recipient has no race. Damage that successfully overcomes the affected space suit's AC inflicts damage direct to the Space Suit's Hit Points, rather than the wearers. However, if the suit's HP is reduced to 0 during this spell's duration, the spell ends and the caster is slain.

ENGINE WRECKER

School transmutation (chaos, fire) **Level** druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw FORT partial (object)
Spell Resistance No (object)
With a discordant clashing of metal and a gout of flames, you cause a catastrophic and spectacular failure in virtually any liquid-fuel engine. When you cast this spell, you target any liquid-fuel or combustion powered vehicle within range. This spell has no effect on electrically powered vehicles, nor vehicles powered by nuclear energy or other exotic power supplies.

On a failed save, the vehicle's engine is completely destroyed, and the vehicle immediately becomes uncontrolled and out of power; on a successful FORT save, the vehicle gains the *broken* condition and its top speed and maximum acceleration are both reduced by half until it is repaired. Unattended, non-magical vehicles receive no saving throw.

ENGINEER'S TOUCH

School divination **Level** alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 hour/ level
Saving Throw None **Spell Resistance** No
The recipient's fingers become more nimble and their understanding of advanced cybernetics engineering concepts becomes more profound. The spell's recipient receives a +5 enhancement bonus on Craft or Heal checks made to assist robots, cyborgs or other forms of living machines, or to install or repair cybernetic implants.

ENLIGHTENING MINDLINK

School enchantment (mind affecting)
Level bard 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch, than 1 mile
Duration 1 hour/level
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
You forge a mental link with your comrades, which increases the intelligence and sharpens the perceptions of

all members of the mind-ink. A continual stream of data passes between all link-members, sharpening the minds of all.

When you cast this spell, you may touch up to one ally per two caster levels, forging the mind-link. For the spell's duration, as long as members of the mindlink remain within one mile, all members of the team use the best INT modifier of the most intelligent member, and the best WIS modifier of the wisest member. These effects function much as spells such as *owl's wisdom,* save the exact bonus they grant varies according to the capabilities of those within the mindlink.

If an ordinary member of the mindlink moves farther than one mile away from his comrades, the spell simply ends for that character. If the character with either the highest INT or WIS modifier within the mindlink leaves the area, the spell ends for all participants.

ENLIGHTENING MINDLINK, GREATER

School enchantment (mind affecting)
Level bard 4, magus 4, sorc/wiz 4
This spell functions as *enlightening mindlink*, save that all members of the mindlink benefit from a constant status effect on all creatures within the mindlink, and may communicate telepathically with one another while linked.

ENTROPIC BOLT

School necromancy **Level** alchemist 1, cleric 1, magus 1 sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S, M (a hollowpoint bullet)
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance Yes
A line of black smoke and purple light leaps from the caster's outstretched hand towards the target. The target immediately ages 1d6 years per caster level (maximum 5d6 years), or a single year on a successful FORT Save. The target immediately suffers the physical ability score penalties associated with aging if moved to a higher age category, without receiving any mental bonuses due to advanced age. If moved beyond their maximum age category, a victim aged by this spell dies as if by old age, and quickly rots away.

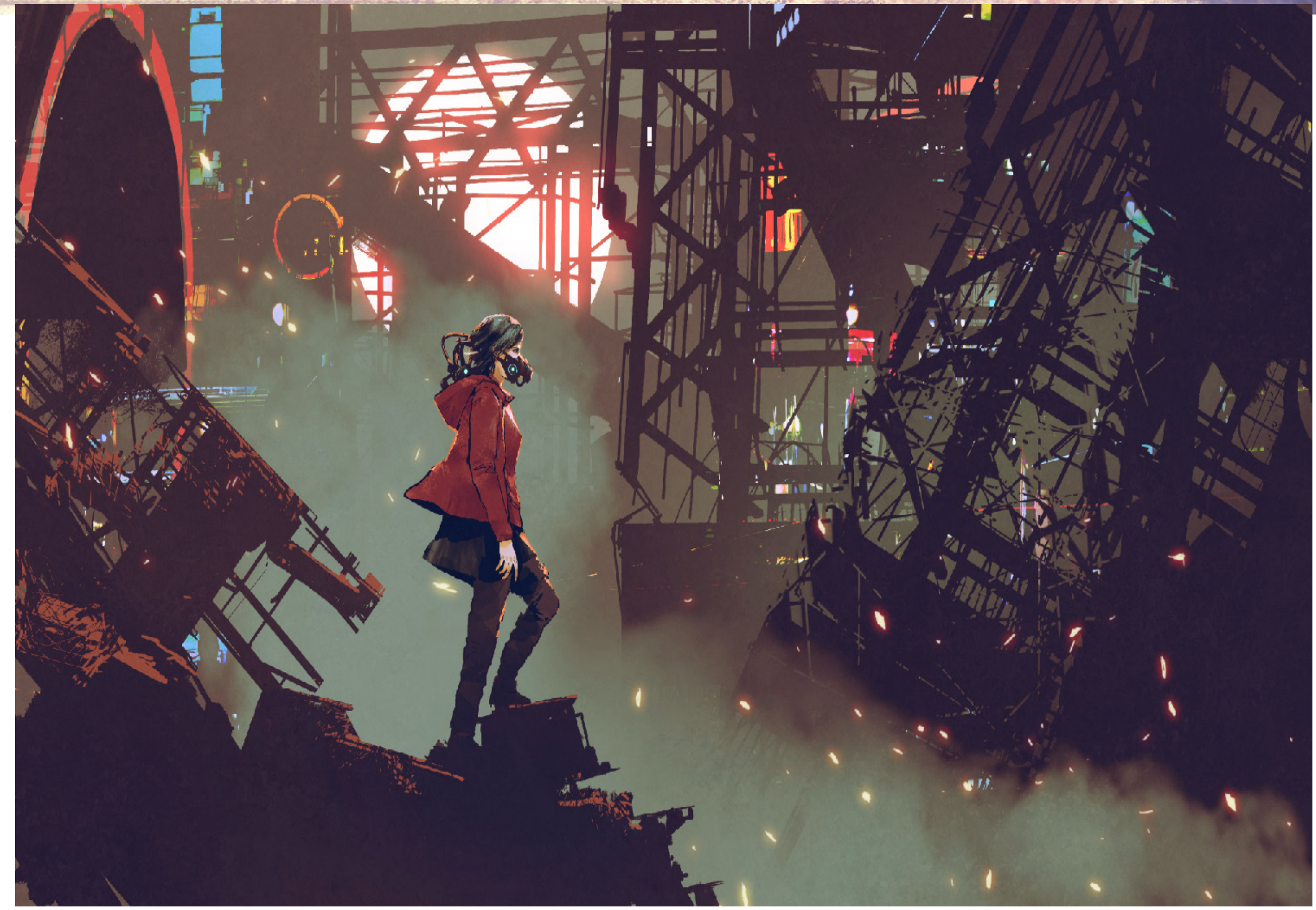
ERECT FORWARD OPERATING BASE

School transmutation (metal) **Level** sorc/wiz 7
Casting Time one minute per 1,000 gp in the structure's purchase price
Components V, S, M (either raw materials necessary to create the structure, worth 30-50% of the structure's base price **or** a complex computer model of the structure worth at least 100,000 gp/DC 34)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw None (object) **Spell Resistance** No
This spell functions much like *Erect Mega-Structure* and similar spells, however it allows a caster to instantly erect a fortified forward operations base or bunker with minimal logistical support. The conjured structure is a modern, highly fortified military base with a footprint of roughly 400 ft + 100 ft/level. As with *erect mega-structure*, this military base can be a single structure or group of linked structures, and can include features such as landing strips if desired. The structure is usually one or two stories, but might include watch towers or aircraft control towers that extend high above.

The forward operating base is an airtight structure with independent life support built of very dense materials- often native stone reinforced with dense metal alloys. The structure's walls and locking doors have extraordinary hardness and hit points. The forward operating base has all the facilities expected of a structure of its type, such as barracks, armory, medical bays and the like. It is powered by built in geothermal, solar or nuclear power systems. The structure is usually fenced or protected by high tech methods, such as the forcefields used by the Choicer Covenant of the *Otherverse America campaign setting*.

ERECT MEGA-STRUCTURE

School transmutation (metal) **Level** sorc/wiz 9
Casting Time one hour per 1,000 gp in the structure's purchase price
Components V, S, M (raw materials necessary to construct the mega-structure, worth 30-50% of the structure's base price, complex architectural models worth at least 10 million gp/DC 50)
Range line of sight, up to several hundred miles, creates a mega-structure with a foot print of up to 1 mile + ½ mile per 2 levels
Duration instant
Saving Throw None (object) **Spell Resistance** No
This spell functions much like *Starship Foundry* or *Urbana Ex Nihlo,* save that rather than constructing a starship in zero gravity, this spell conjures a massive mega-structure of the caster's choosing. The resulting mega-structure is large



enough and impressive enough to be seen from space, and is either a single structure or small collection of purpose-linked structures. For example, this spell might create a single massive orbital elevator, skyscraper, arcology, nuclear power plant or the like as a single structure. Purpose linked structures might be a corporate campus with several large buildings on the grounds, a massive airport, space port or sea port, subway or monorail terminus, or the like.

The created structure has all expected fixtures, fittings and devices of a structure of its type, and is built ready to plug into a local power or utility grid. It is ready for operation almost from the moment of its creation.

EROBOT TRANS

School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time 1 standard action
Components V, S, M (an Erobot purchase brochure or sales holo-card)
Range medium (100 ft plus 10 ft/ level)
Duration instant
Saving Throw FORT Negates **Spell Resistance** Yes

This spell swaps an Erobot's modular gender components out, turning a male-config Erobot into a female-config and vice versa. This change alters the Erobot's ability score modifiers as described in the racial write up, and may effect what feats and class abilities the Erobot can utilize. This spell will change the gender of an Erobot even if has spent more than 72 hours in a particular gender.

EUGENICS WAR

School necromancy (evil) **Level** alchemist 6, sorc/wiz 6, witch 6
Casting Time 1 standard action
Components V, S, M (finger bones from a euthanized humanoid specimen)
Range 60 ft cone
Duration special (see text)
Saving Throw FORT partial (see text)
Spell Resistance Yes

This spell punishes the genetically unfit for existing. Purple and chrome fires burn away genetically inferior flesh. When this spell is cast, all creatures within its area of effect suffer 2d6 points of fire damage per point of negative ability score modifiers, and is *blinded* for one round per point of negative ability score modifiers.

Thus if this spell is targeting a gang of mutant raiders with CHA scores of 6 (-2), and an INT score of 8 (-1), each hideous mutant would suffer 6d6 points of fire damage, and would be *blinded* for 3 rounds.

A successful FORT Save halves the damage and negates the *blindness*.

EVOLUTION, BIMBO

School transmutation **Level** sorcerer 3
Casting Time one standard action
Components V, S, M (a tiny bead of silicon gel), gender (female)
Range personal
Duration 1 minute/ level
Saving Throw None **Spell Resistance** No

This spell transforms the caster into a busty, lusty and dimwitted, but completely irrepressible version of herself. For the spell's duration, the caster suffers a -1d8 penalty to her INT score (which cannot reduce her INT score below 3). The caster gains an equal bonus to her CHA score, and her appearance changes, becoming exaggeratedly feminine and physically perfect. The increase to CHA functions much like *Eagle's Splendor.*

During the spell's duration, the caster cannot use skills requiring patience or concentration, with the exception of Spellcraft. The sorceress' spellcasting is not impeded by her bimbo transformation. While the spell is active, the bimbo-sorceress becomes immune to fear and charm effects.

EVOLUTION, STUD

School transmutation **Level** sorcerer 3
Casting Time one standard action
Components V, S, M (a black rubber cock ring), gender (male)
Range personal
Duration 1 minute/ level
Saving Throw None **Spell Resistance** No

This spell transforms the caster into a hairy chested, testosterone filled gigolo version of himself. For the spell's duration, the caster suffers a -1d8 penalty to his INT score (which cannot reduce his INT score below 3). The caster gains an equal bonus to his CHA score, and his appearance changes, becoming exaggeratedly hairy and masculine and physically perfect. The increase to CHA functions much like Eagle's Splendor.

During the spell's duration, the caster cannot use skills requiring patience or concentration, with the exception of Spellcraft. The sorcerer's spellcasting is not impeded by his stud transformation. While the spell is active, the spellcaster gains Damage Reduction 10/- against non-lethal damage and inflicts an additional +1d4 points of non-lethal damage with an unarmed melee attack.

EVENT HORIZON

School evocation **Level** sorc/wiz 10
Casting Time one round
Components V, S, M (a minute amount of white dwarf matter, weighing several tons and worth at least 10,000 gp/ DC 26)
Range long (400 ft + 40 ft/level)
Duration 1d6 rounds

Saving Throw FORT partial (see text)
Spell Resistance No
This spell conjures a pinhole sized singularity, whose enormous, unearthly gravity rips everything within miles into its maw and cruses it all to subatomic particles. Probably including the spellcaster, but since this is the ultimate last resort combat spell, it rarely matters.

When the spell is cast, the caster designates a point within range to become the center of the microscopic singularity. For the duration of the spell, all light within 1d4 miles of the singularity vanishes, pulled into the singularity. Even *see in darkness* or *true seeing* cannot penetrate this darkness, as there is literally no light whatsoever to see by.

All creatures and objects within this event horizon suffer 10d6 points of force damage per round, which overcomes Force Resistance or Immunity, and are pulled 1,000 ft closer towards the singularity itself, possibly taking falling damage if they intersect another object during their path of travel. A successful FORT Save halves the damage and reduces the pulled movement to 500 ft. Flying creatures are pulled the full distance even on a successful saving throw.

Any creature that touches the actual singularity itself is utterly annihilated, without a saving throw allowed. Creatures slain in this manner are completely disintegrated, along with all their worn or carried items, and cannot be raised or resurrected by anything short of the direct intervention of a deity.

When the spell ends, often all that is left is a miles deep, miles wide crater ripped into the wounded surface of any planet.

EXECUTION FINCHES

School evocation **Level** druid 3, witch 3
Casting Time one standard action
Components V, S, M (the feather from any songbird)
Range medium (100 ft + 10 ft/level)
Duration 1 round/ 4 levels
Saving Throw REF half **Spell Resistance** No
This spell summons a swirling, chaotic swarm of glowing spectral songbirds the color of whore-house neon. The Execution Finches exist for one round per four caster levels. On the first round, they target a single victim of the caster's choosing, inflicting 1d6 slashing damage per caster level (maximum 10d6) with a REF Save for half damage. On the second round and all subsequent rounds of the spell, the caster can direct the Execution Finches to attack either the original target or another target within range, as a free action.

EXILE TO THE OUTER VOID

School conjuration (teleportation) **Level** cleric 9
Casting Time One standard action
Components V, S, DF
Range medium (100 ft plus 10 ft per level)
Duration see text
Saving Throw WILL Negates (see text)
Spell Resistance Yes
When this spell is cast, a void opens beneath the target's feet, sucking them into a galactic void far from the light of any star. The target is teleported to deepest space, hundreds of light years from any inhabited world, and immediately begins suffocating. In addition, the target takes 10d6 points of fire and 10d6 points of cold damage from stellar vacuum and the absolute zero of deep space respectively, per round.

The powerful binding magics woven appear as luminous chains into this spell prevent the target from teleporting out of the outer darkness. These bindings function as Dimensional Anchor for 2d6 rounds after the teleportation occurs. Even assuming the target manages to survive his short exile in deep space and teleport to safety, the spell prevents the target from returning to the world from which he has been exiled by any mundane or magical means for one year per caster level.

EXPOSITORY GEOMORPH

School divination **Level** bard 3
Casting Time 1 standard action
Components V, S
Range inapplicable
Duration 1 hour / level or until discharged
Saving Throw No **Spell Resistance** No
You conjure a glowing, multi-faceted crystal that floats near your eye level. It pulses and chimes softly, and answers your questions in a sing-song voice. When this spell is cast, you decide how many facets your geomorph has, which in turn determines how knowledgeable it is and how many questions the geomorph may answer before the spell ends.

Each time you ask the Expository Geomorph a question, it makes a Knowledge check on your behalf. Whether the check is successful or not, one of the facets goes dark. When all facets are expended, the Expository Geomorph winks out and the spell ends. Geomorphs with fewer facets have more information, as shown on the chart below. The Expository Geomorph is considered to have the listed ranks in all Knowledge skills.

Number of Facets	Modifier on Knowledge checks
Four	+20
Six	+14
Eight	+10
Ten	+6
Twelve	+4
Twenty	+2

EYE CAMERAS

School illusion **Level** bard 2
Casting Time one standard action
Components V, S, F (a device to upload the data to)
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
You pull your memories out of your head and transmit them in a flash of light that leaps from your eyes to a device readied to receive them. When you cast this spell, you touch a single device capable of storing audio/video data; you can transmit a first person audiovisual record of any thing you have perceived within the previous 24 hours to the device that is the spell's focus. This record can be up to one hour long. The transmitted data is stored in a format easily usable by the device.

FALSIFY COMMS

School illusion (electricity) **Level** bard 4
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw No **Spell Resistance** No
This spell functions identically to *Comms Intercept*, save that instead of merely listening in on a signal, you can replace the signal with a forged signal of your own. You can forge visual, auditory or machine data.

Each forged transmission or rounds worth of forged data requires you to make a Linguistics check with a bonus equal to ½ your caster level. The recipient makes either a Sense Motive or Perception check at the GM's option, or possibly a Computer Use check in the case of machine data, for each rounds worth of falsified communications.

FALSIFY FORENSICS

School transmutation **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (forensic evidence to be planted)
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
This spell manipulates reality to frame a victim for crimes committed by another. When this spell is cast, the forensic evidence used as the spell's material component is spread semi-randomly across a number of 5 ft squares equal to your INT modifier, in a manner as if the target of the frame moved and acted in a way that would justify the placement of the false evidence. The spellcaster makes a Perception check with a +15 enchantment bonus, which becomes the target number for future Perception checks to gather evidence and/or realize the evidence planted by this spell is false. This spell does not destroy existing forensic evidence on the scene, merely layers false evidence atop it.

FEAR FIRES

School evocation (fire, fear, mind-affecting) **Level** witch 4
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration concentration + 1 round/ two levels (D)
Saving Throw WILL Negates (see text)
Spell Resistance Yes
You summon yellow flames to consume a target body and soul. A single target within range bursts into flames. These flames last as long as you concentrate on them and 1 additional round / two caster levels. Each round the target is aflame, it suffers 2d6 fire damage and is *panicked.* The target can attempt a new WILL Save each round, starting on the second round of the spell, to end the effect.

Because the flames created are mystical constructs, they cannot be smothered or quenched with water, and function normally in vacuum. Targets immune to fear or mind affecting abilities still take Fire damage from this spell.

FEAR FIRES, MASS

School evocation (fire, fear, mind-affecting) **Level** witch 7
This spell functions as *Fear Fires*, save that it affects one target/ caster level, no two of which can be more than 10 ft apart.

FERTILITY CONTROL

School conjuration (healing) **Level** alchemist 1, bard 0, cleric 0, druid 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S
Range personal
Duration 24 hours (D)
Saving Throw None **Spell Resistance** No
With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 60%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical or high-tech means.

FIELD ARTILLERY UNIT

School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (the unit patch of a military artillery or gunnery unit)
Range touch
Duration 1 round/4 levels
Saving Throw FORT negates (object, harmless)
Spell Resistance Yes (object, harmless)
When this spell is cast on a touched firearm or personal energy weapon, it is sheathed in a luminous ectoplasmic sheen and glows a sickly greenish-amber. For the spell's duration, the touched weapon gains the firepower of a gunnery emplacement, while remaining easily man-portable.

The weapon's range increment is increased by a factor of x10, and the weapon's attacks are considered magical, and overcome all non-magical Damage Reduction and Hardness. The enchanted weapon inflicts an additional dice of damage per four caster levels (to a maximum of five additional damage dice).

FIREFAST

School transmutation **Level** alchemist 2, cleric 2, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a few drops of gun cleaning oil)
Range touch
Duration one round / 2 levels (D)
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
When you touch a firearm after casting this spell, the weapon's barrel is sheathed in a dark and iridescent aura, which resembles oil mixed with water. For the spell's duration, the touched firearm gains the ability to fire in automatic and semiautomatic modes.

FIRE FOCUS

School evocation (fire) **Level** magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (dust from synthetic rubies)
Range medium (100 ft plus 10 ft / level)
Duration one round / 2 levels
Saving Throw None **Spell Resistance** Yes
This spell launches a tightly focused beam of fire and light from the palm of the caster's hand.

With a successful ranged touch attack, the Fire Focus inflicts 1d8 points of fire damage. If the spellcaster attacks the target on successive rounds, he receives a cumulative +2 bonus per additional attack made against the same target. Each round the Fire Focus successfully attacks the same target, the damage inflicted doubles (2d8 on the second round, 4d8 on the third, 8d8 on the fourth, to a maximum of 16d8 fire damage on the fifth round). If the caster chooses to attack another target, or misses an attack, the damage inflicted by Fire Focus reverts to 1d8 fire.

FLAMESOUL

School evocation (mind affecting, fire) **Level** cleric 5
Casting Time One standard action
Components V, S, DF
Range touch
Duration one minute per level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
This spell binds elemental flame to the recipient's soul, transforming his shadow into a thin sheet of plasma flame, a visible symbol of a soul touched by fire. While this spell is in effect, the recipient gains immunity to Fire damage, and his shadow sheds bright light in a 60 ft radius.

Any creature that successfully affects the Flamesoul's recipient with any mind-influencing effect suffers 1d8 points of fire damage per level of the ability. This backlash occurs automatically; while the Flamesoul spell is active, even if the spell's recipient is targeted by a harmless or beneficial mind-influencing effect by an ally.

FLASH DOWNLOAD

School divination (electrical) **Level** bard 0
Casting Time one standard action
Components V, S, F (the storage device being downloaded to)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No
Just by touching a storage medium, you can hurry any pending downloads to that medium to completion in just a few seconds. Any download initated before the spell is cast is completed upon its casting, provided the touched storage material can accommodate information of the download's size and type. If not, this spell simply fails.

FOLD SPACE

School conjuration (teleportation)
Level magus 3, sorc/wiz 4
Casting Time One standard action
Components V, S, M (a magnifying or distorting lens, worth at least 5 gp)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw No **Spell Resistance** No
When this spell is cast, a shimmering purple aura surrounds the caster's body, warping space and distance. For the duration of the spell, the spellcaster can designate up to one target within the spell's maximum range to be considered 'adjacent', regardless the distance between the two characters. The spellcaster can cast touch range spells, make melee attacks, and otherwise interact with the spell's designated target through the fold space effect exactly as if the two characters were standing in adjacent squares.

The drawback of this spell is that the effect is two way. The spellcaster is considered adjacent to the target, which means that if the target realizes the spell's purpose, it could counterattack the spellcaster exactly as if it were normally adjacent. The spellcaster can designate a new target each round as a free action on his turn. The spellcaster can also dismiss this spell as a free action on his own turn.

FORCED RESURRECTION

School necromancy (evil) **Level** cleric 6
Casting Time one standard action
Components V, S, M (an opal worth at least 5,000 gp/DC 23), DF
Range touch
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
This spell functions identically to *raise dead,* except that it affects even souls unwilling to return to the dead, forcing their soul back into their body. An unwilling soul can make a WILL Save to negate the spell's effect. In the cases of souls slain by WIS drain, or negative levels calculate their saving throw using their full WIS score and/or level before death.

Slavers and bounty hunters often use this spell on particularly troublesome prey- kill their target before loading them aboard, then *force-rez* the corpse at the destination. Worse, magically active serial killers might use this spell to torture and murder their victim multiple times before their soul are too ragged to raise again.

FORCED TRANSFORMATION

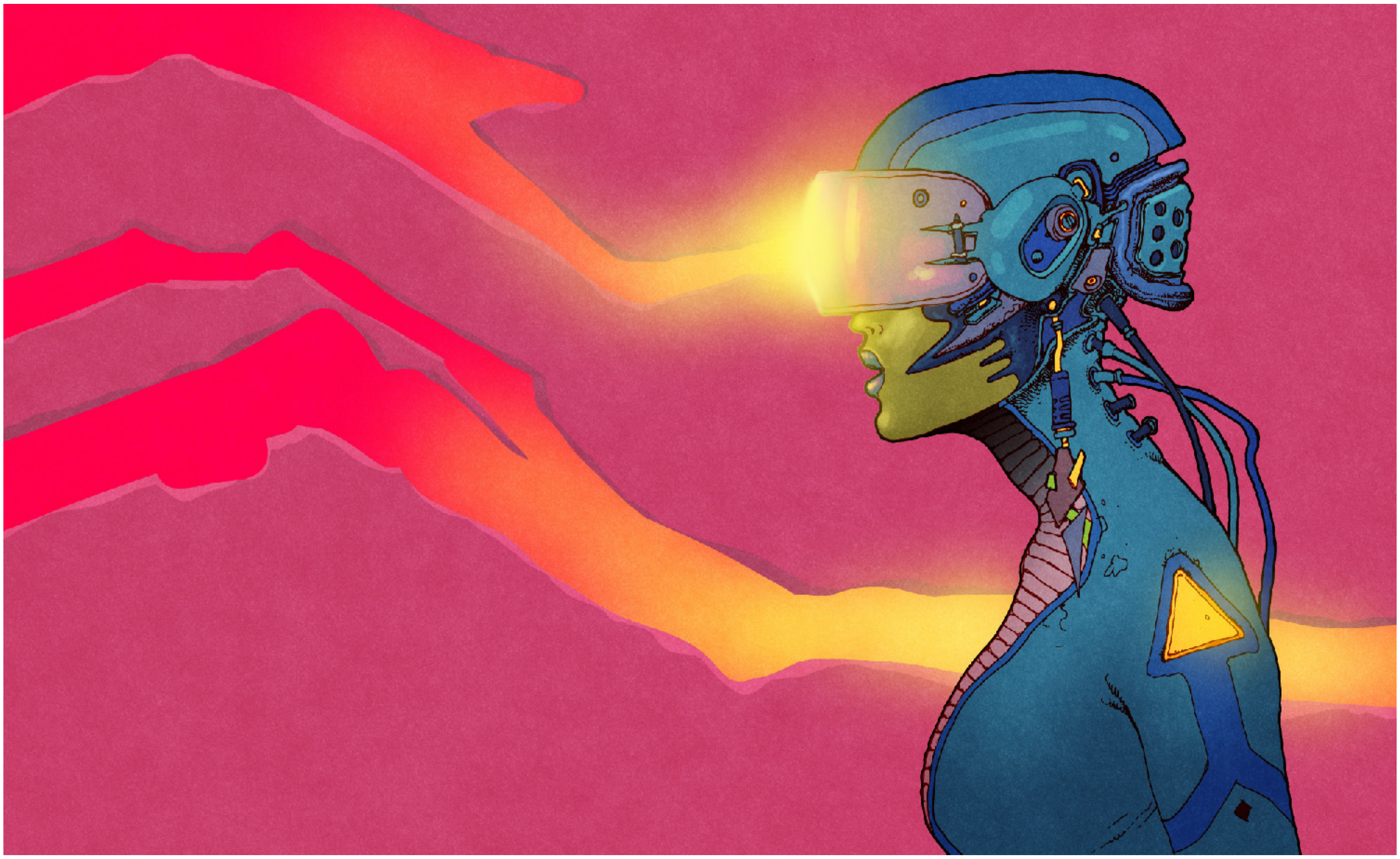
School transmutation **Level** bard 2, magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Effect 60 ft spherical radius
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
The caster tosses an orb of golden solar fire that erupts into a storm of burning light. All Battlechangers caught in this flash of light are forced into transformation, bursting out of their disguises

All Battlechangers capable of transformation within a 60 ft spherical burst of the spell's point of origin who fail a FORT Save transform into their opposite alternate mode as an immediate action, without requiring the expenditure of additional Fuelon to transform swiftly. Fuelon must be spent upon *mass shifting* normally, if it applies. If Battlechangers within the area of effect have more than one alt-mode, they transform into their robot form if not already in that mode.

FORM DYSFUNCTION

School enchantment (mind-affecting) **Level** witch 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range close (25 ft + 5 ft/level)
Duration one round/level (D)
Saving Throw WILL negates **Spell Resistance** Yes
Your dark thoughts force a Battlechanger to transform, and mid-way through the process to forget how, leaving them a helpless pile of partially disassembled machine components.

During this time, the affected Battlechanger is considered *helpless* and because their internal components are completely exposed, during this time the Battlechanger target's natural armor and equipment/shield bonuses to AC are set to +0. In addition, if the target Battlechanger possesses any grade of *fortification*, it is suppressed for



the spell's duration. The target Battlechanger can make a new saving throw each round to end the effect. This spell has no effect if cast on a non-Battlechanger, nor upon a Battlechanger without an alt-mode.

FUELON ARMADA

School conjuration (creation) **Level** druid 4, witch 4
Casting Time one standard action
Components V, S
Range personal; close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
By emitting dark lightning from your hands, eyes or alt-mode components, you generate a short-lived army of energy clones comprised of rarified Fuelon. The duplicates in your armada are exact physical copies of yourself in your alt-mode, save they only have a single Hit Point, and cannot transform, nor use any Special Weapons or other powers not available to you in your alt-mode. Fuelon duplicates cannot be healed by any means, and are immune to mind-affecting abilities, being essentially mindless.

You command your fuelon armada as a group as a move-equivalent mental action each round, issuing basically the same command to the entire group. For example, you can order the entire group to travel to a specific place, or to attack (though individuals may attack individual targets), or perform similar tasks. If your fuelon armada uses an ability that both requires Fuelon and is usable in alt-mode, you only pay the Fuelon cost once, regardless of how many duplicates remain in your fuelon armada.

You summon one duplicate per caster level (maximum 20). Each round your armada remains in existence, regardless of how many members this group has, you pay one Fuelon to maintain the armada. Your armada can move up to the listed range from you- fuelon duplicates that move beyond this limit wink out and are destroyed.

FUELON CHARGE

School evocation **Level** cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
A touch from a robotic hand restores a Battlechanger's exhausted Fuelon supply. Your touch restores 1 point of Fuelon plus 1 point for every two character levels (maximum 10 Fuelon). This spell has no effect if cast upon a non-Battlechanger.

FUELON CHARGE, LESSER

School evocation **Level** cleric 1
This spell functions identically to *Fuelon Charge*, save that only functions on a Battlechanger reduced to 0 Fuelon, and only restores a single point of Fuelon.

FUELON CHARGE, MASS

School evocation **Level** cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Fuelon Charge*, save that it affects one Battlechanger per level, no two of which can be more than 30 ft apart.

FUELON EXPLOSION

School evocation **Level** alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT half **Spell Resistance** Yes
You cause the Fuelon within a Battlechanger's systems to reach critical mass, potentially destroying the robot from within! The target Battlechanger suffers 1d6 points of energy damage per point of Fuelon in its Fuelon Reserve (maximum 15d6); after the explosion, the robot, if it survives is left with only a single point of Fuelon in its reserve. This spell is not subject to any specific energy resistance or immunity. This spell cannot affect Gestalts, nor does it have any effect if cast on a non-Battlechanger.

FUELON EXPLOSION, GREATER

School evocation **Level** alchemist 6, sorc/wiz 6
This spell functions as *Fuelon Explosion,* save that the spellcaster can cast it in one of two modes. In the first mode, the *Greater Fuelon Explosion* may affect a number of targets equal to the caster's level, no two of which can be more than 30 ft apart. In the second mode, this spell gains the ability to affect Gestalts, in which case there is no cap on the damage inflicted.

FUEL THE ENGINE

School conjuration (creation)
Level alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range touch
Duration Instant
Saving Throw No **Spell Resistance** No (harmless)
By touching a single vehicle with an internal combustion engine, from a VW Beetle to an Abrams tank, all the way to an F-22 Raptor, the magical energy you conjure fills its tanks with high performance fuel. Each time this spell is cast, it provides enough fuel to run the vehicle at full efficiency for one hour per three caster levels. This spell cannot be used to fill external fuel tanks, nor any container not permanently attached to a vehicle. This spell can only produce fuel within a specific vehicle.

FUNCTION REFORMATTING

School transmutation **Level** alchemist 6
Casting Time one hour
Components V, S, racial (Battlechanger), M (Fuelon crystals and radioactives worth at least 10,000 gp)
Range touch
Duration instant
Saving Throw FORT Negates **Spell Resistance** Yes
This lengthy ritual is viewed with religious reverence by Battlechangers, as it fundamentally alters the form and function of a willing Battlechanger. Once the ritual is complete, the Battlechanger subject loses its original alt-mode and gains a new one of its choosing. The robot's form changes dramatically to reflect its new capabilities, but is still somewhat recognizable as the same creature.

If the subject has feats or traits restricted to a particular alt-mode it no longer possesses, the subject loses those abilities. The subject Battlechanger may choose new feats and traits it does qualify for. If the subject is a Triple- or Multi-Changer, it may alter some or all of its modes with this spell, at its option.

FURPILE

School conjuration (healing) **Level** alchemist 6, cleric 5, druid 5, witch 5
Casting Time one standard action
Components V, S, racial (caster must be an Anthro)
Range personal and close (25 ft + 5 ft/level)
Duration one round/two levels (D)
Saving Throw WILL negates (harmless)
Spell Resistance yes (harmless)
Anthros often relax together on communal floorspace or bedspace, in a big comfortable 'furpile'. This spell gathers the collective energy of a group of cuddling Anthros and uses it to speed healing and refresh body and mind.

When this spell is cast, the caster becomes the center of a prospective *furpile*. Any willing Anthro who rests adjacent to the caster during the spell's duration becomes a participant in the furpile. All participants in the furpile gain Regeneration X for the spell's duration and as long as they remain part of the furpile. The Regeneration rating is equal to the number of participants in the furpile, to a maximum of Regeneration 10. Thus, if the caster and two other Anthros formed a furpile, all participants would gain Regeneration 3.

Each round spent in the furpile counts as one hour of sleep and complete bedrest for the purpose of healing, fatigue and FORT Saves to overcome disease or other ailments. Time in a furpile does not restore spells, spellslots, psionic power points, spell points, nor similar consumable resources.

GEAR, APEX

School conjuration (creation) **Level** magus 3, paladin 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes plus 1 minute/level
Saving Throw FORT negates (harmless) **Spell Resistance** No

This spell conjures high quality body armor and weapons in the familiar blue, silver and grey APEX livery. Some Choicer warrior-mages learn a version of this spell that produces similar equipment in firey Choicer red, browns and gold deco.

The *APEX Gear* spell provides the following weapons and equipment to the touched creatures. Existing weapons and armor merge into the recipient's body and become useless. Gear disappears at the end of the spell's duration or when removed from the spell's recipients. During the spell's duration, conjured weapons can accept additional ammunition beyond what they are conjured with, and can be reloaded.

- Mass Production Tactical Body Armor
- Military Plasma Rifle and 2x spare clips
- Stun Stick

GEAR, WASTELANDER

School conjuration (creation)
Level druid 3, ranger 2, witch 3
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes plus 1 minute/level
Saving Throw FORT negates (harmless)
Spell Resistance No

This spell conjures shabby, jury-rigged combat gear with a touch. You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Touched creatures are equipped with conjured gear; their existing armor and weapons merge into their body and become useless for the spell's duration.

The *Wastelander Gear* spell functions identically to *APEX Gear*, except touched creatures are equipped with the following gear, described fully in *Technology Unleashed:*

- Mil-Surplus Space Suit
- Thermo Blade
- Wrist Rocket (with two rockets loaded) or Wrist Flamer (with one ammo load)

The gear disappears at the end of the spell's duration or if removed from the wearer's possession.

GESTALT OATH

School transmutation (lawful)
Level cleric 4
Casting Time one hour
Components V, S, DF, M (circuit components and Technysian bio-machines worth 1,000 gp/DC 18)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No

During this ritual, a group of willing Battlechangers, all of whom must be within one alignment step of each other as well as the spellcaster, speak a sacred oath that defines their purpose as a new combiner team. The spellcaster may choose to become part of the combiner team during the spell's casting, or not. The spellcaster can affect up to six willing Battlechangers with a single casting of this spell. During the ritual, the individual participants must decide upon a combined form, the emergent personality of the gestalt, their team's purpose, name and motto.

When the ritual is complete, new bio-mechanical organs grow within the Battlechanger participants, granting each the *Combiner Component* system, as well as one Combination-related trait of their choice. While all participants gain the Combiner Component, individual participants can choose which trait they gain.

GHOST BLOOD

School necromancy **Level** cleric 6
Casting Time standard action
Components V,S, a vial of ectoplasm (usually worth 50 gp)
Range personal
Duration One round/level (D)
Saving Throw None **Spell Resistance** No
When this spell is cast, the blood in your veins freezes and becomes ethereal, placing you slightly out of phase with the reality inhabited by the living. Your skin blanches, and your veins appear as dark, purple rivers crisscrossing your body.

While his spell is in effect, you become immune to blood drain, ability score damage and drain, energy drain and bleeding wounds, as you have no real blood. You body is surrounded by a cold mist that extends as a 5 ft aura, inflicting 1d4 points of cold damage to anyone who ends their turn in a square adjacent to you. Your partially translucent form provides a +8 circumstance bonus on Stealth checks.

While this spell is active, you are caught between the world of the living and the dead. You cannot channel energy of any kind, nor are you healed or harmed by positive energy. However, you are neither harmed nor healed by negative energy.

GHOST CHASSIS

School conjuration (summoning)
Level cleric 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M
(a handful of mechanical junk- broken sparkplugs, gears, burned out fuses, ect)
Range close (25 ft plus 5 ft / 2 levels)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** None
Throwing a handful of broken machinery into the air, the mage speaks a few words of power, which conjure a ghostly vehicle. This spell can create an ectoplasmic duplicate of any civilian ground vehicle the size of a large SUV or smaller. Cars, pickup trucks, light vans, motorcycles, even light industrial vehicles like forklifts to a maximum of size Huge can all be conjured. The created vehicle has average statistics for a machine of its type.

The summoned automobile's appearance is determined by the caster at the time of casting. The caster may concentrate on the vehicle as a full round action and shift details such as color, body style, and add or subtract features such as bumper stickers or a spoiler. The conjured vehicle has a license plate and all appropriate stickers and decals for the jurisdiction it is created in. However, the false identification documents are randomly created; while forgeries will fool the naked eye, they won't hold up to prolonged scrutiny.

GHOST NURSE

School necromancy **Level** cleric 2, witch 2
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/two levels)
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
When this spell is cast, a ghostly apparition appears, a translucent, semi-tangible ghostly female of the caster's own race, dressed in an archaic, starched white nurse's uniform. Her fully skeletal face and the pale fires of her eyes are surprisingly compassionate.

The Ghost Nurse will take no action other than to use the Heal skill to aid those the caster designates. She will travel as necessary to assist the injured, but will not move more than 100 ft from the caster.

Statistically, the Ghost Nurse is equivalent to a Shadow (CR 3), save that she will take no hostile action, and merely moves away if threatened. The Ghost Nurse has an INT score of 10, speaks Galactic Common (and tries to comfort the wounded as best she can), has a Neutral Good alignment, and has a +15 total modifier on Heal checks. The Ghost Nurse is considered to have the Surgery and Xeno-Medicine feats.

GLAM GUISE

School enchantment (charm) (mind-affecting)
Level bard 1, witch 1
Casting Time 1 standard action
Components V, S, M (powdered makeup and glitter)
Range personal
Duration 1 round/ level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
This spell bathes you in pulsing, glittering soft light. Any Humanoid or Monstrous Humanoid creature who can clearly see you, and which fails its saving throw is

considered to be sexually attracted to you, regardless of its gender or orientation. This spell does not compel any specific behavior, but affects which powers and abilities you can bring to bear against creatures attracted to you.

GLOWKISS

School conjuration (creation) **Level** alchemist 1, bard 0, cleric 0, druid 0
Casting Time 1 standard action
Components V, S, M (a Glow joint)
Range touch
Duration 1d4 hours
Saving Throw FORT Negates **Spell Resistance** Yes
You blow the glittery purple smoke from a Glow joint into another creature's lungs, allowing it to share the joint's effects. The spell's subject is treated under the effects of a single dose of Glow, of the same type as the Glow joint that is this spell's focus.

GLOW SEEDLING

School conjuration (creation) **Level** druid 2, ranger 2
Casting Time one minute
Components V, S, DF, M (an unlit Glow joint or seeds)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This simple spell conjures and nourishes a healthy *zixa* bush from seedlings to a healthy, adult plant in just moments. When you cast this spell, you create a single zixa plant colony, which must be grown in natural soil that can sustain it. The plant is initially healthy and appears ready to be harvested, but environmental conditions or poor care can kill the plant, as easily as any other plant.

The zixa plant colony conjured is of the same type as the Glow joint sacrificed to cast this spell.

GOLDEN FLESH

School transmutation **Level** sorc/wiz 2
Casting Time One standard action
Components V, S, M (a large gold-laced galactic credit worth at least 5 GP)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
Your touch molds the gleaming gold of a coin to the recipient's skin, transforming their body into a glistening gilded sculpture lined with black circuitry.

While so transformed, the spell's recipient receives limited Damage Reduction 5/masterwork, which only applies to natural weapons and non-masterwork, non-magical weapons. This Damage Reduction is easily overcome by the weapons of the wealthy- masterwork and magical quality items.

GOD FORM

School transmutation **Level** cleric 8
Casting Time V, S, DF
Components one standard action
Range touch
Duration 1 round/level
Saving Throw None **Spell Resistance** Yes
This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common modern conceptions of the invoked deity, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +4 holy bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 holy bonus on Bluff, Diplomacy and Intimidate checks made against characters who worship the invoked god.

For the spell's duration the target is treated as being an *Outsider,* for determining what spells and effects can affect her. If successfully *banished,* the spell immediately ends and the spell's recipient returns to normal.

The target's alignment must be the same as the invoked deity, or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 FORT save or become *exhausted*.

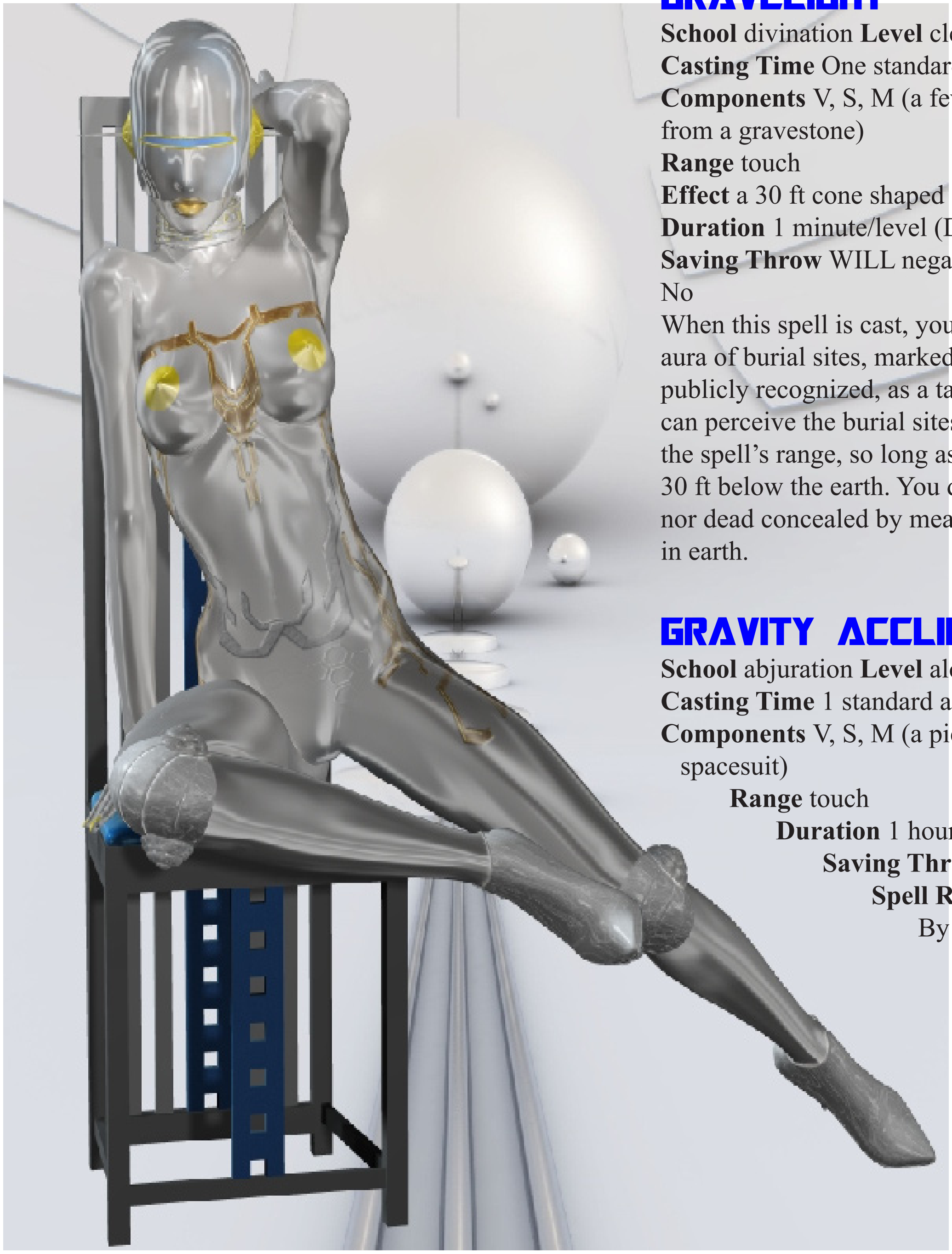
GRAND TERRAFORMING

School transmutation **Level** cleric 9, druid 9, sorc/wiz 9
Casting Time one day
Components V, S, M (huge vat of strange herbs, algae and fertile soil, weighing upwards of a ton, worth approximately 50,000 gp/DC 31)
Range a single planet or asteroid at least 50 miles in diameter
Duration instant
Saving Throw FORT negates (object)
Spell Resistance No (object)
Grand Terraforming sends forth a green and brown wave of life and fertility that transforms a single designated

planet or asteroid in accordance with the caster's wishes. This spell transforms the target planet, which must be at least 50 miles in diameter, into a virtual duplicate of the caster's native biome, suitable for easy colonization by the caster's species. Atmosphere, temperature and gravity become similar to the caster's homeworld, though temperature and gravity might be as much as 25% higher or lower than on the caster's homeworld, depending on conditions. This magic is so potent that it will maintain home-like conditions on the terraformed world even if local conditions would make them impossible (such as heating a world far from its star, or providing atmosphere and gravity on a tiny planetoid too small to normally have either).

Water appears on the planetoid, drinkable from the moment this spell is cast, and moss, lichen and other simple plants also appear instantly. Over the next year or so, more complex plants appear. Native, non-sentient fauna either die off and are replaced by creatures equivalent to those on the caster's home world, or mutate into new, compatible forms over the same span.

The terraformed world saves as an attended object if even one sentient creature native to that world opposes the change. The planet's native sentient population (s) receive a cumulative +1 bonus on the save per million of their population, making it virtually impossible to terraform heavily settled worlds.



GRAVELIGHT

School divination **Level** cleric 1, sorc/wiz 1, witch 1
Casting Time One standard action
Components V, S, M (a few shards of marble or granite from a gravestone)
Range touch
Effect a 30 ft cone shaped emanation from your eyes
Duration 1 minute/level (D)
Saving Throw WILL negates (harmless) **Spell Resistance** No

When this spell is cast, you perceive the faint necromantic aura of burial sites, marked and unmarked, secret and publicly recognized, as a tall column of cold blue light. You can perceive the burial sites of any sentient creature within the spell's range, so long as the burial site is not more than 30 ft below the earth. You do not perceive unburied dead, nor dead concealed by means other than actual internment in earth.

GRAVITY ACCLIMATION

School abjuration **Level** alchemist 1, cleric 2, druid 2
Casting Time 1 standard action
Components V, S, M (a piece of armored fabric from a spacesuit)
Range touch
Duration 1 hour/ level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)

By touching the subject, *Grav Acclimation* removes the skill, combat and movement restrictions imposed by either low gravity or high gravity environments. The subject is treated as possessing the Zero G Training feat for the duration of the spell.

GREAT DOWNSIZING

School transmutation **Level** druid 5
Casting Time one minute
Components V, S, M (completely mapped genome of an organic species, worth 5,000 gp), DF
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell makes Battlechangers more like the organic, humanoid races that dominate the galaxy. Many Freegear techno-druids believe that all members of their race should undergo this evolutionary transformation, to make the race as a whole more fuel-efficient, and somewhat more humble.

When this short ritual ends, the target Battlechanger's robot mode size is reduced by one step (Large to Medium, for example) and their proportions become more human-like. The Battlechanger gains the Micro-Tech feat and the Techno-Organic racial trait.

GYNOID FORM

School transmutation **Level** alchemist 4, sorc/wiz 4
Casting Time 1 standard action
Components V, S, M (a gear or circuit component from an Erobot or other android), gender (female casters only)
Range personal
Duration 1 minute/ level (D)
Saving Throw none **Spell Resistance** no
When this spell is cast, articulated chrome armor replaces your soft flesh; your internal organs become advanced hydraulic pumps and bio-machines. Your face becomes a featureless alloy helm, revealing only supple, seductive liquid titanium lips.

For the duration of the spell, you become a Gynoid, gaining the following benefits and penalties.

- You are treated as being both a Construct and a member of your original type.
- You gain Construct immunities and Darkvision 60 ft.
- You become Emotionless; while immune to mind influencing abilities, you also cannot benefit from morale bonuses or effects.
- Gynoids are built for seduction. You receive a +2 bonus to your DEX and CHA scores, and your chrome armor provides you with a +4 natural armor bonus to AC.
- Gynoids are programmed for obedience. Choose one ally to be your 'master' for the duration of the transformation. You can only attack targets your master specifically designates, as a swift action on his or her turn. If your master is slain, incapacitated, or retreats, you cannot make attack actions unless you dismiss the spell.

HACKER SPARK

School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute
Saving Throw None (harmless)
Spell Resistance No (harmless)
A purple spark of light flashes between your fingers and a computer you are touching. This spell provides a +5 competence bonus on the next Computer Use check you make, provided you make it within the next minute.

HARDLIGHT AVATAR

School illusion (figment) **Level** bard 2
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range personal; 1 mile plus ½ mile per level
Duration 1 hour/level (D)
Saving Throw None **Spell Resistance** No
You can project a semi-solid hologram resembling a Medium sized biped of any species of your choosing. This avatar's appearance reflects your Battlechanger form, typically wearing clothing with similar colors and patterns to your hull deco, and having features indicative of your personality.

You can experience visual and auditory sensations through your Hardlight Avatar, as well as touch objects (though the sensation of touch is muted in this form), and this avatar can range up to the listed maximum range from your Battlechanger form. While perceiving through your avatar, your true form is helpless and effectively unconscious.

Your avatar is a Medium creature, with 10 in STR, CON and DEX and effectively a +0 saving throw modifier on all saves. It has your mental ability scores and can perform skills at your rank, subject to the limits of its ability scores. The avatar shares your sensory capabilities, including your Darkvision and ability to perceive electronic signals. The spell immediately ends if either you or the avatar takes damage, or if the avatar makes a successful attack.

HARD REBOOT

School evocation (electricity)
Level alchemist 1, bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw WILL Negates (see text)
Spell Resistance Yes
A blue spark leaps from your fingertips to the casing of a

touched computer or electronic device. The device shuts down and reboots in the normal time frame for a device of its type. If used against a non-intelligent machine, this spell offers no saving throw or spell resistance.

If used against a construct or intelligent machine (a cyborg, robot, AI, ect), the spell *stuns* the creature for one round unless it makes a WILL Save. Spell Resistance applies to this use of the spell.

HAYWIRE

School transmutation **Level** alchemist 1, bard 0, cleric 0
Casting Time one standard action
Components V, S, M (a tiny magnet)
Range close (25 ft plus 5 ft / level)
Duration one minute /level
Saving Throw WILL negates (object)
Spell Resistance Yes (object)
The haywire spell causes a single device of up to size Large to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their drawers repeatedly, escalators surge forward than change direction. ATMs flash random data as they spew forth garbage receipts (but not money, though). It's impossible to describe the exact of haywire on any given machine, but in general, the machine behaves as if an operator were pushing random buttons or randomly changing settings. Turning a haywire device off doesn't work, as the spell disables the on-off switches. Cutting the power supply disables the device 1d4 rounds later, ending this spell.

HIP SPEAK

School illusion (chaotic, mind-affecting, phantasm)
Level bard 0
Casting Time one standard action
Components V, S, M (a Glow joint)
Range a 20 ft burst
Duration 1 minute/level (D)
Saving Throw WILL negates (see text)
Spell Resistance No
The star-kids playing at the holo-arcade speak a dialect of Galactic Common that no adult's ever gonna puzzle out. When you cast this spell, you designate any number of creatures within the spell's area of effect, all of whom must be in the same age category as you. Unless you and those creatures concentrate on making themselves intelligible, creatures in higher age categories, as well as those with any ICG approved patron deity cannot discern any meaning in their words, exactly as if the affected creatures successfully used a Bluff check to pass a secret message.

If the conversation is recorded, and later played back, it remains unintelligible for the spell's duration, but returns to normal language once the spell's duration expires.

HOBBLING ORGASM

School necromancy (mind-affecting) **Level** alchemist 2, cleric 2, druid 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round/level
Saving Throw WILL partial (see text)
Spell Resistance Yes
The victim is lashed with crackling pink energy that makes them cum again and again and again, until they're a shuddering, sweat-soaked wreck. On each round of the spell, the victim experiences a powerful orgasm that is considered a move-equivalent action that does not provoke attacks of opportunity. Each round after the first, the victim can attempt a new WILL Save to end the effect.

If the victim is affected by Hobbling Orgasm for more than five rounds, he or she is considered *fatigued* when the spell ends. If affected for more than 10 rounds, he or she is considered *exhausted* instead, and must drink at least a day's ration of water before the *exhausted* condition may be removed by any means.

HORRORCORE TRANSFORMATION

School transmutation (chaotic, evil)
Level cleric 7, sorc/wiz 7
Casting Time one standard action
Components V, S, M (a vial of virgin's blood)
Range personal
Duration one round + special
Saving Throw None **Spell Resistance** No
You undergo a horrific and violent transformation, becoming a gigantic, hideously deformed avatar of murder, rage and carnage. While so transformed, you under go the following physical changes:

- Your size increases to the next size category (Medium creatures become Large).
- You gain a +20 ft increase to your base landspeed.
- You gain a +6 enhancement bonus to your STR and CON scores, exactly as spells like bull's strength.
- You gain a +4 natural armor bonus to AC.
- You gain Fast Healing 1 (good and fire).
- You cannot speak, cast spells or use psionic powers, nor use abilities requiring patience or concentration, exactly as a barbarian's rage.
- You gain the Power Attack, Cleave and Great Cleave feats for the duration of the transformation.
- You gain two claw attacks as primary natural attack

forms (1d12+STR slashing plus Bleed 3, 18-20/x3). If you hit with both claws you may make a bite attack (1d10+STR piercing plus 1d6 acid, 20/x4) as an immediate action.

You remain in your horrorcore form for one round, but may extend this duration by your actions. Everytime you kill an opponent with HD at least equal to your own, you extend the duration of the effect by +1d4 rounds. This increase is cumulative and does not have a cap. You may not return to your normal form until the spell's duration expires, the spell is dispelled or you are slain.

HOWL OF HELL

School evocation (evil, sonic) **Level** bard 2, cleric 2, magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S
Range 60 ft cone
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance yes
As you unleash an unearthly scream shrill enough to shatter glass, your lips blacken and pull back from bloody gums. When you cast Howl of Hell, you suffer 1 HP of damage for every d6 of damage the spell inflicts, and cannot speak or make any vocal noise for one round after casting this spell.

All creatures and objects within the spell's area of effect suffer 1d6 points of damage per two caster levels (maximum 10d6), and are *deafened* for one minute. Half this spell's damage is sonic damage and half is profane damage, not subject to energy resistance or immunity. A successful WILL save halves the damage and prevents the *deafness*. This spell can be easily heard from several miles away, and ordinary glass within 100 ft of the spell might star and crack (or even shatter, if especially thin).

IDENTIFY SUBJECT

School divination **Level** bard 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
When this spell is cast, you instantly learn the identity of a photographed subject. As you cast this spell, you gaze at a particular person within a photograph or video (which can be print or digital). If the target fails a WILL Save, you instantly learn the subject's birth name as well as place and date of birth. The photograph must depict a recognizable image; the subject's face must be at least partially visible, though it can be shadowed, partially concealed or somewhat blurry. This spell will not work on fully masked or helmed creatures, nor on creatures using magical or psionic means to disguise or conceal themselves.

ILLUSORY ID

School illusion **Level** bard 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S, F (a piece of paper or cardboard roughly the size and shape of an ID)
Range touch
Duration 30 seconds (5 rounds) (D)
Saving Throw WILL negates **Spell Resistance** Yes
This minor magic wraps a piece of cardboard or paper in illusion, making it appear to be an ID card or credentials of some kind. The caster chooses which type of ID (for example, a Texas drivers license, a military ID card, FBI credentials, ect); the illusion forms an image of the appropriate ID with random, but usually appropriate information. The illusion creates a fake ID with an appropriate but randomly chosen birthdate, and a name appropriate to a person of the caster's race, culture and gender. The caster can decide what kind of ID is created by the illusion, but not specifically who the ID card depicts, though it always bears a photograph of the caster.

This spell is purely a visual illusion, and contains no machine readable or mag-strip data. The ID will not hold up to prolonged scrutiny, and is considered to have an effective Linguistics (or Forgery) result of 10 + caster level. The illusion lasts a maximum of five rounds, and ends instantly if the card leaves the caster's possession.

IMPROBABLE WEAPON

School transmutation **Level** cleric 3, paladin 3
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw Yes (object) **Spell Resistance** Yes (object)
This spell transforms a touched melee weapon into a gigantic exaggeration of its normal self. The improbable weapon created is massive, a thing of swooping curves, exaggerated angles and massive decorations. The wielder is often dwarfed by their Improbable Weapon.

The Improbable Weapon suffers a -5 penalty on attack rolls, but its critical multiplier is increased by x1, and its critical threat range is increased by 5 points. This does not stack with other effects that increase critical threat range. The Improbable Weapon's greater size increases the weapon's basic damage dice by one step.

The weapon's other properties, including apparent weight and bulk do not, at least not as far as game-play statistics are concerned.

D4 > D6 > D8 > D10 > D12 > 2D8 > 2D10 > 2D12

IMPROBABLE WEAPON, GREATER

School transmutation
Level cleric 5
This spell functions like *Improbable Weapon*, except the Improbable Weapon suffers a -10 penalty on attack rolls, its critical multiplier increases by x2, and its critical threat range is increased by 10 points.

INFERNAL ROCK & ROLL

School transmutation (chaos, evil, sonic) **Level** bard 6, sorc/wiz 6, witch 6
Casting Time 1 standard action
Components V, S, F (any Musical Weapon)
Range medium (100 ft plus 10 ft/level)
Effect a sphere 50 ft plus 5 ft in diameter per level
Duration 1 minute / level (D)
Saving Throw None **Spell Resistance** No
With a guttural "HELL YEAHHHH!" and with fingers forked dramatically into metal horns, the spellcaster conjures great, throbbing speaker towers and stage gear from the depths of Hell itself. These speakers, microphones, and stagelights hover above the battleground, in fixed positions buoyed up by dark flames, and are made from ebony metal sculpted into demonic gargoyles and leering faces.

The devilish stereo towers and other musical equipment take up positions that delineate the spell's spherical area, and the light within the zone of Infernal Rock & Roll becomes Dim (if brighter) and looks dark crimson, as if filtered through blood.

Within the zone created by Infernal Rock & Roll:

- All damage dealing spells with the Sonic descriptor have their numerical effects maximized, as if by the Maximize Spell feat. In addition, damage dealing Sonic spells deal an additional +1 point of Pleasure damage per dice of Sonic damage inflicted.

- It requires a Spellcraft check (DC 15 + spell level) to cast any of the following types of spells within the Zone: Silent Spells, spells with the (lawful) or (good) descriptors. On a failure, the spell/spell slot/spell point

(s) are consumed without effect.

- Creatures Summoned into the Zone with the evil subtype inflict an additional +1d6 points of Fire damage with any successful melee attack made within the Zone.
- Creatures Summoned into the Zone with the chaotic subtype inflict an additional +1d6 points of Pleasure damage with any successful melee attack made within the Zone.

INFINITE AMMUNITION

School conjuration (creation) **Level** magus 2, sorc/wiz 2
Casting Time 1 standard action
Components V, S
Range touch (up to one weapon / 2 levels)
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell functions as *Reload!* except that weapon instantly refills its ammunition each time the clip, magazine or energy cell is expended for the spell's duration. These additional refills take place automatically and do not require an action on the user's part. Weapons must be completely emptied before reloading.

INFOGRAPHIC

School enchantment (mind affecting) **Level** bard 0
Casting Time one round
Components V, S
Range personal
Duration one round
Saving Throw None (harmless)
Spell Resistance None (harmless)
This spell distills the contents of a lengthy text into a single icon that so perfectly captures the work's meaning that you can take it in with only a glance.

When you cast this spell, you concentrate on a single non-magical text in your possession, or electronic text (such as an e-book, webpage, or PDF); an infographic encapsulating this data appears slightly above the text. You gain full comprehension and retain the information as if you read the text normally.

INSPECTION READY

School transmutation (law) **Level** cleric 0, inquisitor 1, paladin 1
Casting Time one standard action
Components V, S
Range set of clothing touched
Duration instant/1 hour
Saving Throw None **Spell Resistance** No
This spell is common among most occult-savvy soldiers- they'll pony up half a weeks pay for a casting before a major inspection if they can't cast it themselves. When this spell is cast, it cleans and makes minor repairs (stitching rips, replacing buttons ect) to a single uniform; the uniform's medals and decorations, if any, change to conform exactly to the uniform standards of the issuing body. For one hour after the casting, a character wearing the Inspection Ready uniform receives a +1 enchantment bonus on Diplomacy and Profession checks made against lawful members of the same military body.

INSTANT BIKINI-IZER

School enchantment (compulsion, mind-affecting)
Level cleric 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a gold two piece bikini still in packaging)
Range 30 + 5 ft/four levels cone
Duration 1 round/level
Saving Throw WILL negates **Spell Resistance** Yes
Waves of golden light pour from your hands, transforming every female Humanoid and Monstrous Humanoid, both enemy and ally caught in the spell's conical area of effect into giggling bikini-girls.

Characters who fail their save lose their equipment bonuses to AC, as their armor transmute into revealing *gold bikinis* (though other properties of the armor, including the space suit property do not change). These gold bikinis have the *near nudity* property.

For the spell's duration, enchanted targets are giggly and distracted, acting as if high off their asses. Enchanted targets can attack creatures you designate, but suffer a -2 penalty on all attack rolls, skill checks and saving throws. All enchanted targets gain a new attack form. They can fire beams of golden light from their hands or eyes that inflicts 1d8+CHA modidifer Pleasure damage (19-20/x2), with a maximum range of 50 ft and no range increment. If not specifically directed otherwise, the bikini-ized women will use the Pleasure ray over other attack forms.

Targets can attempt a new save each round to end the effect. If a bikini-ized target is harmed by you or an ally they gain a new saving throw at +5 to end the effect.

INTERNAL FIRES

School evocation (fire) **Level** cleric 2, witch 2
Casting Time One standard action
Components V, S
Range close (25 ft plus 5 ft per level)
Duration Instant

Saving Throw FORT Negates **Spell Resistance** Yes
You voice a hateful curse, a word of flame, in an intense whisper. A single adversary within range feels intense agony, as several of his internal organs are heated to near boiling levels. Stinking acrid smoke belches from the orifices of those injured by this potent combat spell. If the victim fails his FORT Save against this effect, he suffers 1d4 points of temporary CON damage plus an additional point of CON damage per two caster levels.

JURYRIG

School transmutation **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, M (appropriate junk and mechanical scrap to be transformed)
Range close (25 ft plus 5 ft / level)
Duration one hour/level or until destroyed
Saving Throw None (object) **Spell Resistance** No (object)
This spell transforms a motley collection of vaguely useful junk into something approximating a working device. When this spell is cast, the caster envisions a particular device, which forms from junk and mechanical scrap in the spell's range.

The type of junk must be at least vaguely appropriate to the mechanical device being constructed. The innards of an old smoke alarm, a wooden box and a broken mirror couldn't be used to construct a junk car, but it could be used to cobble a juryrigged television set, for instance.

The gamemaster has final say in what junk can be used, but should be lenient if the player comes up with a good explanation of how this spell would apply. Items created by juryrig have only Hardness 2 and 5 HP, regardless of the hardness and HP of the emulated item, and this spell ends if the juryrigged item is destroyed.

KINETIC KILL WEAPON

School evocation **Level** druid 8, sorc/wiz 8, witch 8
Casting Time one standard action
Components V, S, M (a finger-sized slug of depleted uranium worth 200 gp/Purchase DC 12)
Range medium (100 ft plus 10 ft / caster level)
Duration Instant
Saving Throw REF half (see text) **Spell Resistance** No
This spell can only be cast out doors, in areas with a clear line of effect to the open sky.
When this spell is cast, a goliath spear of deleted uranium jacketed in titanium screams down from high orbit to slam into the target with near nuclear force. The spell's target suffers 10d10 points of damage, +1d10 per two caster levels (maximum 20d10), or half damage on a successful REF Save.

Regardless of whether or not the target makes his REF Save or not, the target and all adjacent characters are knocked prone by the sheer force of the impact. The target's square and all adjacent squares permanently become difficult terrain as a result of the impact.

KINETIC SLAM

School evocation (force) **Level** magus 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance Yes
You fire a brilliant beam of bluish force from the palm of your hand. With a successful ranged touch attack, you inflict 1d8 points of bludgeoning damage per caster level (with no damage cap!). For every four points of damage suffered, the target is pushed backward 5 ft. The target can attempt a FORT Save to reduce the knock back distance by half.

KINGLY BULK

School transmutation (good) **Level** bard 3, cleric 3
Casting Time one standard action
Components V, S, M (a prepackaged Dr. Youp's PBJ and fried banana sandwich, negligible purchase DC, 1-2 cp)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates **Spell Resistance** Yes
This spell replicates the legendary Elvis Presley's last years, imbuing the recipient with both heroic bulk and courage. The recipient grows a rather impressive belly, which provides him with Damage Reduction 10/evil and slashing and their improved bulk provides a +4 holy bonus on CMB and CMD. While the spell is active, the character's increased bulk imposes a -2 penalty to their DEX score, and reduces all movement modes by 10 ft.

KISS OF THE FLIER

School evocation (fire) **Level** cleric 4, druid 4, witch 4
Casting Time one standard action
Components V, S
Range touch
Duration instant and 1 round/level
Saving Throw FORT partial (see text)
Spell Resistance Yes
The caster kisses the spell's victim and breathes fire into her lungs. Plasma flames ignite within the lungs, and a Fire Elemental in the shape of a great bird of prey erupts from their screaming lips.

The target suffers 1d6 points of Fire damage per caster level (maximum 10d6) and a Medium Fire Elemental with a Fly speed of 60 ft erupts from their mouth. This Fire Elemental appears in a square adjacent to the target and serves the caster for 1 round per level or until destroyed. A successful FORT Save halves the damage and prevents the creation of the Fire Elemental.

KNOW LUSTS

School divination
Level bard 1, cleric 1, inquisitor 1, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Duration one round
Saving Throw WILL negates **Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and tones you gain information about that person's sexuality.

When this spell is cast, you discover the target's sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are.

This spell has no effect if cast on non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentience.

KTENOLOGY

School necromancy **Level** sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range touch
Duration one minute/level
Saving Throw None (object) **Spell Resistance** No (object)

Ktenology is the science (and the art) of putting sentient beings to death. With a touch, this spell bestows the *Deadly* weapon quality on a touched weapon for the spell's duration.

LASER MAX

School evocation (fire) **Level** magus 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S, M (a pinch of ruby crystal dust)
Range touch
Duration 1 round
Saving Throw None (harmless, object) **Spell Resistance** None (harmless, object)

By touching a laser weapon that inflicts Fire damage, you generate a minor arcane charge. The very next successful attack you make with the weapon (provided you make it within the next round) has its numerical effects maximized.

LASER TALONS

School evocation (fire) **Level** sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No

With a hiss like a flame igniting, your fingernails become six inch long daggers made of amplified light. You gain two claw attacks as primary natural attacks that inflict 1d6 fire damage (20/x2) on a successful hit.

LATE TRAIN

School conjuration (creation) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (2-5 gp/ DC 2 cash thrown onto the empty tracks)
Range close (25 ft plus 5 ft / level)
Duration one journey, up to 1 mile / level
Saving Throw None **Spell Resistance** No
This spell conjures an ethereal subway train consisting of an engine and 2-3 cars, all composed of pale blue light. The late train can carry dozens of passengers or vast amounts of cargo, all of whom must be present and board (or be loaded onto) the train within 5 minutes of the spell's casting.

This ghostly subway train journeys to a destination of your choosing at roughly the same speed as an ordinary train. It automatically bypasses occupied lines, taking back tunnels and mysterious shortcuts between worlds, so as not to encounter other trains on the tracks. The train journeys as close as possible to a location you designate, traveling along existing subway or train lines, and stopping, if possible at a regular stop near your desired destination.

LESSER MOON

School evocation (force) **Level** cleric 9, witch 9
Casting Time One standard action
Components V, S, DF
Range 100 ft radius + 10 ft per caster level, centered on the caster
Duration 2d6 rounds
Saving Throw FORT Partial **Spell Resistance** No
When this spell is cast, a silvery-grey lunar orb the size of a small state appears high in the sky, and its immense gravity well causes immediate, crushing devastation. First, each round the spell lasts, all structures and creatures of size Huge or larger suffer 6d6 points of force damage, and offers a FORT save for half damage.

Second, all flying creatures in the spell's area of effect must succeed at a DC 22 Fly check to remain aloft. Flying creatures can attempt a new Fly check each round to recover. Similarly, if this spell's area of effect encompasses a body of water, all swimming creatures must succeed at a DC 22 Swim check or be pushed 3d6x10 ft deeper underwater per round this spell remains in effect.

Finally, all were-creatures within the spell's area of effect must succeed at a DC 30 WILL save or find themselves involuntarily shifting to their hybrid form and rampaging uncontrollably. While this spell is in effect, all were-creatures in hybrid form suffer 1d4 points of CON damage per round.

LESSON IN MANNERS

School enchantment (mind affecting)
Level bard 1, cleric 2, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Area 10 ft radius burst
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
The spell caster's scorn and annoyance becomes a potent weapon. When the mage casts this spell, choose a specific irritating behavior (such as cutting another person off in traffic, talking on a cellphone in public, ect). The behavior chosen must be a non-combat action, unrelated to a potential target's alignment or class features. Thus you could decide that the targeted behavior is 'rudeness to waiters', but couldn't choose 'making attacks of opportunity' 'being chaotic neutral' or 'casting a spell' as triggers.

Once cast, any creature within the target area that has preformed the prohibited action within the past 24 hours is subject to the spell's effect. Any creature that has preformed the prohibited action suffers 1d6 points of non-lethal damage per caster level (maximum 10d6 non-lethal). Creatures that haven't preformed the specified action are immune to this spell, as are creatures immune to non-lethal damage.

LIGHTEN SPACE SUIT

School transmutation **Level** cleric 1, paladin 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute/level (D)
Saving Throw None (harmless, object) **Spell Resistance** None (harmless, object)
When the caster touches any armor with the Space Suit property, the armor becomes much lighter, without compromising its life support properties in the least. The armor's appearance changes, with its outer hull and hardpoints appearing as pale blue glass for the spell's duration. While so enchanted, the Space Suit's armor check penalty is reduced by -4, to a minimum of -0. The armor's arcane failure chance is reduced by -20% to a maximum of 0%,

LIGHTEN SPACE SUIT, MASS

School transmutation **Level** cleric 4, paladin 4, sorc/wiz 4
Range close (25 ft plus 5 ft/two levels)
This spell functions identically to *Lighten Space Suit*, save that it affects one space suit per level, no two of which can be more than 30 ft apart.

LIVE RECORDING

School conjuration (creation, electrical) **Level** bard 1
Casting Time one standard action
Components V, S, F (electronic device to receive the performance)
Range personal
Area 60 ft radius
Duration one performance (up to 5 minutes length)
Saving Throw none (harmless, object)
Spell Resistance no (harmless, object)
This spell records a single song you begin performing at the end of the spell's casting time at high resolution and transmits the recording to all devices capable of storing the recording (either in audio or video format, or both, depending on device) within the spell's range.

The recording is of the highest quality a particular device can play or display, and only affects devices capable of storing the recording, which is of an average media type (and file size) for the device. For example, a tape recorder with a blank tape inserted will receive an audio recording of the performance, though an empty tape recorder is not affected; the recording will be a digital file if 'recorded' by a smart phone or laptop computer, ect. No magical qualities inherent in the performance are stored.

LOCATE SHOP

School divination **Level** bard 0, cleric 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range ½ mile radius + ¼ mile per level
Duration instant
Saving Throw none **Spell Resistance** no
This spell allows you to find a specific shop or business. You must know the name of the place, or the spell will not work. If the shop is not within range, the spell fails as well. You cannot find an unnamed shop- for instance, you couldn't look "for that Proximite that fences hijacked Erobots on level 21", the shop must have an identifying sign or data-node somewhere that identifies it. If there are multiple businesses with the same name (such as a fast food franchise) within range, the spell locates the closest.

LUCK OF HEROES

School enchantment **Level** cleric 3, sorc/wiz 4
Casting Time 1 standard action
Component V, S, M
Range self or touch
Duration 1 minute/ level (D)
Saving Throw FORT Negates (harmless) **Spell Resistance** yes (harmless)
While affected by this spell, the target seems to glow with an inner light and his muscles are swollen, as if by hard labor or the rush of battle. For the duration of the spell, anytime the target is struck by a critical threat, his opponent rolls 2d20 for the critical confirmation roll and takes the worse of the two results.

LUSTGLIMMER

School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
You perceive a faint, shimmering aura that resembles moonlight on water around those who find you sexually desirable. You perceive this aura around any visible creature that is attracted to your species and gender; this insight provides you with a +1 luck bonus on Sense Motive and Diplomacy checks against anyone attracted to you. This aura does not spotlight invisible or otherwise concealed creatures, and does not change illumination conditions.

MACHINE INVISIBILITY

School illusion **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, F (a hand mirror or compact, fogged with the caster's breath)
Range touch
Duration one minute / level (D)
Saving Throw WILL Negates (harmless, object) **Spell Resistance** Yes (harmless, object)
The creature or object of up to size Large touched cannot be detected by video cameras, electronic sensors, radar, motion detectors, or other high tech detection systems. The object is also invisible to non-sentient machine characters, such as robots, constructs and golems. However, the object is still visible to sentient machines, such as cyborgs, AI and sentient robots and androids. Advanced targeting systems, such as those installed in guided missiles, provide no bonus on attack rolls against the subject, and in many cases, they cannot choose the subject as a target at all. This spell does not affect vehicles.

While this spell is active, the invisible object does not appear in photographs or cameras, nor will photographs taken of the object later appear in a photo, though light generated or carried by the creature remain visible (thus appearing as a light with no visible source in photographs). The object or creature cannot be weighed or detected by other sensors- it appears to have no mass to scales and mass detectors, no heat for infrared sensors to pick up, and so on. Microphones do not pick up sounds the subject directly makes, but still pick up sounds the subject makes

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight
Magical minigun	2d8+2 ballistic	20/x3	100 ft	Full Auto	Unlimited	Med.	As guitar.

by interacting with the environment. Items dropped or put down by the subject become detectable to machines.

This spell ends if the subject attacks any creature, as is standard for *invisibility*.

MACHINE INVISIBILITY, VEHICULAR

School illusion **Level** sorc/wiz 3

This spell functions as *machine invisibility*, but it also allows the caster to hide a vehicle up to size Colossal and all its passengers from detection by machines. The caster must remain in physical contact with the invisible vehicle for the duration of the spell, or the affect immediately ends.

MACHINE INVISIBILITY, GREATER

School illusion **Level** sorc/wiz 4

This spell functions as *machine invisibility* but the affect does not end if the subject makes an attack.

MACHINE INVISIBILITY, VEHICULAR, GREATER

School illusion **Level** sorc/wiz 5

This spell functions as *machine invisibility, vehicular*, but the affect does not end if the subject vehicle makes an attack.

MACHINE THAT KILLS FASCISTS

School transmutation (chaos) **Level** bard 4
Casting Time one standard action
Components V, S, F (a guitar or Rocker to be enchanted)
Range instrument touched
Duration 1 round/level
Saving Throw None **Spell Resistance** No
Every Outlaw Sex Station 09 rockerboy and DJ girl worth their crotchless leather panties knows this spell. When the spell is cast, the glowing, blood red words "*This machine kills fascists*" appears on the body of the guitar and a multi-barreled minigun juts beneath the guitar's neck.

While the spell is in effect, the guitar becomes a fearsome machine gun. It is considered a **+2 anarchic magical weapon**, and gains another +1 bonus (or special quality equivalent to a +1 bonus) for every five caster levels beyond 10th. The enchanted guitar can also be used normally while the spell is in effect. The guitar returns to normal if removed from the caster's hands.

If the spell's focus is any form of Rocker, it functions as a standard Rocker as well as the enchanted mini-gun while this spell is in effect.

MAD BURST

School universal (chaotic, mind-affecting) **Level** sorc/wiz 9
Casting Time One standard action
Components V, S, M (a slice of brain tissue from a madman, preserved in formaldehyde)
Range 60 ft burst, centered on the spell caster
Duration 1 round/level
Saving Throw WILL partial (see text)
Spell Resistance Yes
Madburst unleashes chaotic energy in coruscating waves of psychedelic energy that slam into all targets with tsunami force. The primary affect of mad burst is a burst of energy that inflicts 15d6 points of force damage against all creatures and objects in range. Objects damaged by the spell are dyed in garish, disturbing colors, and cannot be restored to their undamaged condition by any magical means.

In addition, all living creatures within the burst radius are affected as if by a *Confusion* spell. Finally, unattended non-magical objects are affected as if by an *Animate Object* spell cast by a 10th level bard. These animated objects act chaotically and randomly, not differentiating between the spell caster's enemies or her allies when attacking. When an animated object created by this spell is destroyed, it explodes, inflicting 5d6 points of acid damage (REF half) to everything within a 5 ft radius. Lawful creatures splashed by this acid do not receive a saving throw against the damage.

MAINTENANCE COFFIN

School conjuration (healing) **Level** alchemist 3
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
This spell conjures an automated repair 'coffin'- a plastic and steel cylinder with transparent portions and automated assembly waldos inside that is large enough to contain a Large sized or smaller robot (such as a Star Droid or Battlechanger), or android (such as an Erobot or Synth), or a creature with the Cyborg subtype.

This spell only functions if a mechanical creature enters or is placed into the maintenance coffin. The system seals, trapping the mechanical creature inside. While inside the coffin, the android is unconscious and helpless. During this time, the mechanical creature is cured of all negative status ailments, as if by *heal,* during the first hour within the coffin. Each additional hour spent within the coffin restores 10 HP and 1 point of temporary ability score damage (if applicable) to any physical ability score.

The Maintenance Coffin has Hardness 10 and 50 HP. Damage is divided equally between the device and the mechanical creature within. The coffin can be opened early with a DC 10 + caster level Computer Use check. Otherwise the coffin only opens when the spell's duration ends or the caster dismisses the spell.

MAGIC CARPET RIDE

School transmutation **Level** alchemist 2, druid 4, witch 4
Casting Time one standard action
Components V, S, M (a lit Glow joint), F (a rug or carpet 10 ft x 10 ft)
Range touch
Duration 1d4 hours
Saving Throw None **Spell Resistance** No
The caster sits at the center of the carpet and blows purple Glow smoke into the weave of the carpet. The carpet seals into an airtight, onion-shaped sphere around the caster and up to one other Medium creature or two Small creatures.

The carpet streaks upward, out of the planetary gravity well and towards a destination specified by the caster. The Magic Carpet can travel at a speed of one light year per hour; this combined with its relatively short and unpredictable duration makes this spell ideal for short, intrasystem jaunts but risky for longer voyages. The spell cannot be used for point to point travel on a single planet.

MAULING FACEPLATE

School transmutation (chaos) **Level** witch 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw FORT half (see text) **Spell Resistance** No
With a crackle of arcane energy, you unhook your face plate, which transforms into a torture device whose inner surface is lined with horrific needles and hooks, leaving the inner workings of your mechanical skull exposed. The mauling faceplate flies from your hand towards your victim.

Each round, the victim suffers 1d8+ your CHA modifier points of piercing damage, and is considered *nauseated.* A successful FORT Save halves the damage and reduces the condition to merely *shaken.* While your faceplate is detached in this manner, you automatically fail CHA-based skill checks, save for Intimidate.

MECHA CANNONADE

School evocation (electricity, fire) **Level** magus 4
Casting Time one standard action
Components V, F (a mecha or powered armor currently being piloted by the caster)
Range personal / long (400 ft + 40 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
Why just pilot a mecha when you can launch yourself from it like a blazing plasma cannonball, blast apart a few annoying enemies and than slam back into the pilot's seat only a little singled but not really the worse for wear?

When this spell is cast, the caster must be in control of any construct or vehicle with the Mecha subtype or wearing any grade of Powered Armor. When the spell is cast, the mecha immediately becomes uncontrolled, and remains so until the beginning of the spellcaster's next turn. The spellcaster is launched from the mecha as an enormous roiling orb of plasma, which briefly transforms into a massive cannon to launch the projectile.

The spellcaster designates a single target within long range and makes a ranged attack roll using their spellcaster level and DEX modifier in place of BAB. The spellcaster adds their primary casting modifier as a competence bonus on the ranged attack roll. The spellcaster can make one such special ranged attack per five caster levels.

If the attack is successful, the target suffers 5d6 damage + 1d6/ two caster levels (critical 19-20/x3). Half this damage is fire damage, half is electrical damage. If this spell is cast within Powered Armor rather than a Mecha, damage dice are D4s instead.

When the spellcaster makes as many attacks as allowed, the plasma orb zips back towards the uncontrolled mecha, and the spellcaster reappears in the pilot's seat.

MECHA GENESIS

School conjuration (creation) (metal)
Level cleric 6, sorc/wiz 7
Casting Time ten minutes
Components V, S, M (alloys, rare earth circuit components and a program-ready AI memory core, all worth about 10,000 gp/ DC 26)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Self aware machines often use this spell to design and activate new members of their species. This spell is common among the spell casters of Bulk, Star Droid, Erobots, Synths and other robotic species, and those capable of casting it are highly regarded in their societies.

When this spell is cast, slithering tendrils of yellow and white lightning lash out and assemble one or more robots. Choose a type of robot from the following list:

- Battlechanger
- Bulk
- Erobot
- Synth
- Star Droid
- Or any other robotic species common to your campaign setting

The spell can either construct one robot with one heroic class level or 1d4+1 robots with a single NPC class levels, chosen by the caster when the spell is cast. The created robot(s) have ability scores generated in the typical manner for the campaign. These robots have an alignment or affiliation similar to the spellcaster, and are initially friendly towards him, but the spellcaster has no special control or knowledge over these newly assembled robots.

MECHA SUPER ASSAULT MODE

School transmutation (polymorph) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, Racial (Erobot or other living machine race)
Range personal or touch
Duration one minute/ level
Saving Throw WILL Negates (harmless)
Spell Resistance No (harmless)
When this spell is cast, a rainbow of intense blinding light flares, briefly obscuring the form of the spell's recipient.

When the blinding flash clears, the spell's beneficiary is transformed into an impressive, anime-styled mecha war machine.

Huge thrusters and multiple articulated wing systems and vectored thrust jets protrude from the recipient's spine. Sleek, colorful red and white armor protects the wearer's body, while additional armor plating, resembling external fuel tanks on a high-tech jet fighter protect the shins and forearms. Missile pods on the shoulder and a truly massive laser rifle that appears in the recipient's hands give the creature a potent offensive punch.

For the spell's duration, any armor worn by the recipient merges with their body and becomes inert, in favor of the Mecha Super Assault Mode armor. The recipient gains:

- A Flight Speed of 120 ft (perfect) in atmosphere.
- A Space scale flight speed of 2,500 ft (5 space scale squares)
- A +8 equipment bonus to AC, which has a 35% arcane spell failure chance and no armor check penalty. The creature's Max DEX bonus is +2. The armor also functions like a Space Suit.
- 50% immunity to sneak attacks and critical hits, as if by the *heavy fortification* feature
- +2 enchantment bonus on Ranged attack rolls and the Far Shot feat for the spell's duration
- New Special Attack: Mini-Missile Pods. Automatically hits all targets within a 30 ft range for 2d6 fire damage as a standard action.
- New Special Attack: Beam Cannon. 500 ft line, all targets within area of effect suffer 10d6 force damage (REF DC 15 half). Usable every other round.

MECHAMORPHIC ADAPTATION

School transmutation (polymorph)
Level alchemist 3, witch 3
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No

This spell changes your mechanical body in imitation of another Battlechanger's form. You select a single Battlechanger, who must be within 30 ft of you. For the duration of the spell, you gain that Battlechanger's alt-mode(s), special weapons, armor and gadgets, all of which replace your own. You assume a form similar to the target Battlechanger's robot mode chassis, but retain your own coloration and facial details. You may dismiss this spell to regain your own racial capabilities.

MEDIA MEND

School transmutation **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S, (a drop of adhesive or alcohol)
Range touch
Duration instant
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
This spell makes minor repairs to a piece of media (an old, tangled cassette tape, scratched DVD or even a crumbling papyrus scroll), to allow the media to be played or read easily. This spell effectively removes the broken condition from this object.

MEDIA MODERNIZATION

School transmutation **Level** bard 0
Casting Time one standard action
Components V, S, M (an example of the new media type to be emulated)
Range touch
Duration instant
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
This useful little techno-spell upgrades some kind of long outdated info-storage device to modern specs. With a touch, the information contained within a particular storage device (such as an 8 track tape, reel to reel tape, punch card file, ect) is preserved, while the storage device is upgraded to a modern device of your choosing (such as a USB flash drive, futuristic data crystal, Prox, ect). The quality of the information might improve a bit (such as music sounding clearer on a more modern media), but the content does not change. You must be familiar with the new media device to be emulated.

METAL STEALTH

School illusion **Level** bard 1, magus 1, sorc/wiz 1,witch 1
Casting Time one standard action
Components V, S, M (a piece of waxed parchment wrapped in foil)
Range touch
Duration one minute/level
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell hides a single metal object of size Medium or smaller and weighing up to 10 lbs per caster level from detection by metal detectors or most advanced sensors. If a character makes a Perception check to detect the concealed object, he or she receives no equipment bonuses on the attempt to detect the masked object.

MECHAMORPHIC ADAPTATION

School transmutation (polymorph)
Level alchemist 3, witch 3
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
This spell changes your mechanical body in imitation of another Battlechanger's form. You select a single Battlechanger, who must be within 30 ft of you. For the duration of the spell, you gain that Battlechanger's alt-mode(s), special weapons, armor and gadgets, all of which replace your own. You assume a form similar to the target Battlechanger's robot mode chassis, but retain your own coloration and facial details.You may dismiss this spell to regain your own racial capabilities.

MILITARY FLIGHT

School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw Spell Resistance
This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.

MINUTES BECOME HOURS

School abjuration **Level** cleric 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S, M (a handful of colored sand and crushed rose petals sprinkled around the area to be warded)
Range touch
Area 10 ft radius around the caster plus an additional +10 ft / level or size of the warded area, whichever is smaller
Duration one round (actual time) per level
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
You carve a short lived pocket dimension out of reality. In this other dimensional sanctuary, time passes more quickly, allowing you to rest and heal while only a few seconds pass for the outside world.

This spell must be cast in a discrete, enclosed area, such as a bedroom or closet, though any bounded, enclosed area (even a tent, cave or stone circle) can serve. The spell's magic wards the area, casting out of normal time/space and projecting it into a more swiftly flowing timestream. Every round that passes for the outside world (actual time) is an hour for those within the warded area (subjective time).

During this time, those within the spell-zone can sleep, heal naturally, use the Heal skill to treat their wounds, use healing potions and magic, or perform almost any other action. Any poisons or spell effects brought into the spell-zone by one of its inhabitants continue to function and spell durations continue to expire in the subjective time zone.

Communication with the outside world is impossible during this time; cell phones and similar devices cannot penetrate the warded area, nor can psionic or magical communication. Those within the warded area do not recover spells, spellslots, power points or similar resources, due to the fundamental differences between the ward-zone and true reality. If someone outside the warded area enters the ward-zone, the spell ends abruptly.

MOTOR CITY MECHA

School transmutation
Level alchemist 5, cleric 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a piston rod from a 1950s-1980s vintage American muscle car)
Range touch
Target one creature with the Battlechanger or Cyborg subtype touched
Duration 1 minute/level
Saving Throw WILL negates (harmless)
Spell Resistance yes (harmless)
You transform a willing bio-mech into a militarized, high performance to classic Detroit muscle cars. When this spell is cast, the cyborg or Battlechanger recipient becomes noticeably larger, their hull taking on the gleaming candy-coat finish of a classic muscle car, and new systems, resembling classic car components appearing, integrated into their chassis.

When the spell is cast, the recipient, who must have either the Battlechanger or Cyborg subtypes, becomes noticeably larger, gaining the *powerful build* racial trait. The subject gains a +4 enhancement bonus to STR, CON and DEX, reflecting their ultra-tuned performance. This effect funtions identically to spells such as *bull's strength.* Battlechangers additionally gain a new Large Ground Mover alt-mode, which takes the form of a classic American automobile.

This spell has no effect if cast on a non-cyborg or non-Battlechanger.

MULTIPLE WARHEADS

School evocation (fire) **Level** sorc/wiz 10
This spell functions identically to *Nuclear Impact,* save that the spell creates 1d4+1 bursts, each area of which inflicts the spell's full damage. No two of these target zones can be within 500 ft of each other.

MUSICAL WARRIOR

School transmutation (sonic) **Level** bard 3
Casting Time one standard action
Components V, S, M (guitar pick, drum sticks, amp cords or similar musical accessories appropriate to the instrument worth 3-5 gp)
Range touch
Duration 1 round/level (D)
Saving Throw FORT Negates (harmless, object)
Spell Resistance Yes (harmless, object)
This spell transforms an ordinary musical instrument into a musical weapon as spiraling planes of light rush across the face of the instrument. The musical instrument becomes a Musical Weapon of the most appropriate type (a guitar becomes a Rocker, for instance). If no particular Musical Weapon exists for the transformed instrument, use the statistics for a Rocker instead. If the instrument is magically enhanced for a better performance, is considered a +1 Musical Weapon; if masterwork, the resulting Musical Weapon is also masterwork. Starting at 12th level, the resulting Musical Weapon gains the Superior Musical property instead.

NEUROGRAM

School divination **Level** cleric 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Duration 1 minute / level
Saving Throw WILL Negates **Spell Resistance** Yes
By touching a sleeping, unconscious or cryogenically stored subject, you link your mind to theirs and project a monochromatic hologram of their dreams in the air above their body. The projected dream is soundless, but provides a clear, well lit third person view of the dream's events. This spell has no effect if cast on creatures that do not sleep, unintelligent/mindless creatures or those that do not dream.

NEW CENTURY GENTRIFICATION

School transmutation (lawful, metal) **Level** sorc/wiz 8
Casting Time one hour per structure to be altered
Components V, S, M (architectural plans or computer models worth at least 5,000 gp/DC 23 per renovated structure)
Range line of sight, up to several miles
Area an urban area up to 5 miles + ¼ mile per caster level in diameter
Duration instant
Saving Throw WILL negates (object, see text)
Spell Resistance Yes (object)
This spell functions much like *erect mega-structure* and similar spells, save that it does not conjure structures from nothingness, but instead transmutes existing buildings – even ruins – into useful new structures. A single casting of this spell can affect an area spanning several city blocks.

The structures created by this spell are purely civilian: homes, apartments, shops, retail space and entertainment areas, office space and some light industrial facilities. This spell cannot create extraordinary structures above the baseline technology level of the culture, nor dedicated military or high security facilities, though it could create moderately secured areas within a civilian structure: a vault in a building intended as a bank, or secure areas for drug storage at a hospital for example. All structures created have a sterile, high tech architectural style, designed in accordance with the secular, futurist motif common to Fed-Gov structures. A technological infrastructure and basic furnishings are produced by the spell by the raw matter of transmuted buildings; the buildings are ready to use from the moment they are created.

Existing structures and unattended objects within the spell's area of effect are effectively destroyed and used as raw material for this spell. Attended structures are allowed a saving throw; structures with extensive religious artwork or decorations on site gain a +2 circumstance bonus on the WILL Save to resist this spell. Dedicated, attended worship spaces gain a +4 circumstance bonus on the WILL Save instead.

NEW CONSTELLATION

School evocation (fire) **Level** cleric 9
Casting Time One night
Components V, S, DF, M (the body of the creature to become the new constellation and a funeral pyre soaked in ritual oils worth at least 5,000/DC 23)
Range not applicable
Duration Instantaneous
Saving Throw special (see text) **Spell Resistance** no
This grand spell transforms the light and soul of a fallen creature into a new constellation of stars (and worlds potentially filled with primitive new life of their own), visible in the night sky of the continent you are on when the spell is cast. The spell caster must name the new constellation (which can consist of up to 8 stars) and decide its shape, usually a shape resembling the deceased or commemorating its greatest deeds.

The spell caster can designate up to one creature per caster level, who is present at the casting ceremony, who for the remainder of their existence, if on the same continent, can call upon the light of the new constellation and its stored power. A character can use this ability once per night, and may draw upon the light of the star to receive the benefit of any Cleric spell of 3rd level or lower, as cast by the Cleric who created the new constellation. The recipient of this magic is bathed in the pulsing light of the new constellation.

Only a creature with at least 15 Hit Dice or character levels may become the focus of a New Constellation. As the ritual is worked, this character's body is consumed utterly; when the spell is complete, not even ashes remain. The soul of the creature used to create the New Constellation can not be returned from the dead by any means; not even the gods themselves can disturb the rest of a soul used to birth new stars.

The new worlds created, incidentally, by this great spell are capable of sustaining life but are impossibly far from the campaign world. These worlds are oxygenated and host to simple lichens, mosses and algae when created by this spell, but if undisturbed for many millions of years, might eventually become host to more complex life forms.

NINJA INVASION

School conjuration (summoning) **Level** bard 5, cleric 5, magus 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S, F/DF (a masterwork katana or wakizashi)
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw none **Spell Resistance** no
In a burst of pungent, cloying black smoke, a horde of red-garbed ninja warriors appear, swords leveled and murder in their eyes. Ninja invasion functions identically to spells such as *summon monster I,* save that it only summons a group of 3d6 ***Ninja Cultists*** (*Secret Soldiers*), who appear in open squares anywhere within the spell's range.

NUCLEAR IMPACT

School evocation (fire) **Level** sorc/wiz 9
Casting Time one full round action
Components V, S, M (a nuclear fuel rod worth 5,000 gp/ DC 23)
Range line of sight to a maximum of 500 ft per level
Effect a spherical burst 500 ft in diameter plus 100 ft per level
Duration instant
Saving Throw None **Spell Resistance** Yes

You conjure a thermonuclear missile composed of hardlight and solidified energy and unleash it upon the world. Seconds after this screaming missile descends from the heavens a radioactive mushroom cloud rises high into the sky and there's a new obsidian crater marring the landscape.

Nuclear Impact exposes everything within the blast radius to 20d10 points of Fire damage (average 110). Objects and creatures destroyed by the blast are completely vaporized. The blast creates an obsidian walled crater as deep as the blast radius. This crater remains a Severely Irradiated area for 2d4 months, then a Highly Irradiated area for half that time, and finally a Moderately Irradiated area for ¼ that time.

NUCLEAR WINTER

School evocation (cold) **Level** cleric 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Area cylindrical area (20 ft radius, 40 ft high plus 5 ft in both dimension / two levels)
Duration one round / two levels
Saving Throw None **Spell Resistance** Yes

You call upon the cold and radioactive fury of an endless post-nuke winter, creating a frozen and irradiated hell that is hostile to all life. In addition to creating a punishing ice storm, the spell also bathes the area in low levels of lethal radioactive fallout.

Great magical hailstones pound down, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area per level of this spell. A –4 penalty applies to each Perception check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Worse, each round the storm continues, all creatures within the target area are exposed to a light dose of radiation (as described in the D20 Future core rules). When the spell ends, the irradiation vanishes, though the damage the radioactive exposure causes remains.

OMNIVERSAL AWARENESS

School divination **Level** cleric 9, witch 9
Casting Time one standard action
Components V, S, DF, M (a datapad or palmtop computer, shattered when the spell is cast)
Range personal
Duration one round per level
Saving Throw None **Spell Resistance** No
The most powerful of all divination spells, this nearly epic magic places the caster's mind in touch with that of his deity, giving them almost total knowledge of the universe and its creatures. The creature's skin is sheathed in a black starscape that moves and shifts, like a time lapse image of the night sky.

For the duration of the spell, the caster gains the ability to see invisible and ethereal creatures, and detect magical auras, and receives a +40 bonus on all Perception and Sense Motive checks.

Once per round of the spell, the caster can declare that they have rolled a result equal to the maximum result +2 on any die roll (thus 22 on d20, 8 on d6, and so on), as a result of their total knowledge of the universe and near future events. This can be used on attack rolls, saving throws, damage rolls or any other single die roll of choice.

ON TAP

School conjuration (creation) **Level** alchemist 1, cleric 0, druid 0, sorc/wiz 0
Casting Time 1 standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
A simple spell that offers simple fuckin' pleasures, On Tap conjures a single mug of ice cold beer of the caster's preferred type. The mug shatters into glass shards, which transmute to ice and than sublimate after the beer is emptied. The mug can be used to make a single improvised weapon attack (1d4+STR modifier bludgeoning, 20/x2) but it shatters immediately thereafter, whether the attack was successful or not.

OPEN ALL NIGHT

School conjuration (creation) **Level** bard 2, sorc/wiz 3
Casting Time one minute
Components V, S, M (the money used to make the purchase or transaction involved in the spell)
Range touch
Duration one hour (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
When this spell of convenience is cast, mystical energy surges through a closed business, powering shut down machines and igniting overhead lights turned off for the day. The business' cash register is replaced by a glowing, spectral duplicate, and a ghostly vision of a typical storekeeper appears behind the register, ready to do business.

This spell can only be cast on an empty business that is closed temporarily; if the building is inhabited, such as by a night stocker, cleaning crew or watchman, the spell simply fails to function. For one hour after the spell is cast, the business is considered open and functions exactly as it would during a typical business day. The caster or designated allies, present when this spell is cast can utilize the facility normally, to make purchases, enjoy a meal (in a closed restaurant) or otherwise use the facilities in any way a standard customer could. The spell immediately ends if the caster or his allies enter any non-public area or behave in a way that would cause comment among a real staff.

Funds used (or Wealth checks made) during the transaction are used up normally, and in a day or two, find their way into the coffers or accounts of the closed business, placed there as if by ordinary commerce. If purchasing items with any restriction rating (such as by using this spell at a closed gun shop), the restriction ratings are the same when interacting with the store's phantom staff. At the end of the spell's duration, the caster's presence is cleaned up, exactly as if the staff of the business cleaned up after them after an ordinary day of business.

ORBITAL SANDSTORM

School conjuration (creation, earth) **Level** druid 8, witch 8
Casting Time one standard action
Components V, S
Range visual range, to orbital distance
Duration 2d6 rounds
Saving Throw FORT half (see text) **Spell Resistance** Yes

Hundreds of tons worth of dense silica crystals and dust appears high in the upper atmosphere of a planet, placed in counter-orbit to shred any starships attempting to make orbit or land on the planet.

This spell affects a huge percentage of the hemisphere the caster is standing upon, potentially affecting all vessels attempting to transit the atmosphere. The sandstorm is high enough that ordinary aircraft are unaffected, as are starships in high orbit. Any vehicle attempting to transition from orbit to atmosphere, in either direction, is affected by the orbital sandstorm, however.

Any creature crossing the orbital sandstorm suffers 10d6 points of ballistic damage per round (FORT half); this damage ignores the starship's Damage Reduction or Hardness, though energy-based shields and similar protections will protect against it. For the spell's durations the DC of all Pilot or Fly checks made while transitioning from atmosphere to orbit are increased by +2d6. Pilot or Fly checks failed by 5 or more points during this spell's duration results in the failed vessel or flier suffering 5d6 points of Fire damage, which overcomes Fire Immunity or Resistance due to atmospheric friction.

The effects of this spell are visible throughout the hemisphere as dark, chaotic clouds. The air is dusty and dry for days after the spell is cast.

ORGASMIC INSTRUMENT

School transmutation **Level** bard 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw no **Spell Resistance** no

You run your fingers along your body, and this spells sensual magic transforms the natural, involuntarily sounds your body makes during pleasure into the sweetest, most perfect music. When you cast this spell, choose a specific instrument. For the duration of the spell, any time you use the Perform skill you can roll a Perform (sexual) and a Perform (chosen instrument) check simultaneously. You use the better of the two check results to determine the checks' results, such as money earned with a public performance, or the effects of a fascinating performance.

ORGASM MINE

School evocation (fire, Pleasure) **Level** alchemist 4, magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S, M (a fingernail sized vial of flammable liquid)
Range medium (100 ft plus 10 ft/ level)
Duration 1 round / 2 levels
Saving Throw WILL half (Pleasure rules, see text)
Spell Resistance Yes

This spell wraps pulsing pleasure around the mind and body of the victim; this pleasure can kill, but if the target resists, they die in flames instead of rapture. Either way, there's a lot of screaming. On each round of this spell, the target suffers 2d4 points of Pleasure damage; if the target chooses to resist the Pleasure damage, the spell immediately ends. However, the target immediately suffers 3d6 points of Fire damage plus +1d6 fire damage per two caster levels (maximum 10d6 fire). All adjacent targets suffer half this fire damage (REF DC 15 none).

OUTSHATTER

School evocation (sonic) **Level** cleric 7
Casting Time One standard action
Components V, S
Range 60 ft cone
Duration Instantaneous
Saving Throw WILL partial **Spell Resistance** No

This spell takes advantage of vibrational differences between dimension; the piercing whine of the spell sets up damaging vibrations that can potentially shatter every bone in an outsider's body. All Outsiders caught within this spell's area of effect suffer 2d6 points of temporary CON and STR damage, and have all their movement rates halved, as their bones shatter within their bodies. The creature's movement rates remained halved until all ability damage caused by this spell is healed. A successful WILL saves halves the ability score damage and negates the speed reduction.

Outsiders with the native subtype receive a +2 bonus on their WILL save against this spell; their internal vibrations are closer to the norm of this plane.

OVERDESIGN

School transmutation **Level** alchemist 4, druid 4, witch 4
Casting Time one standard action
Components V, S, M (a vial of mutagenic or occult chemicals, worth 50 gp/DC 7)
Range close (25 ft + 5 ft/level)
Duration 1 round/ two levels
Saving Throw FORT partial (see text)
Spell Resistance Yes

You twist a creature's genome, overloading their bodies with so many clashing beneficial mutations they become a crippling burden. Within seconds, your victim becomes a quivering and helpless mess of wings, additional limbs and incoherent new organs.

For the spell's duration, each round the target gains a randomly chosen *Gift of Nature* but also suffers 1d4 points of temporary DEX damage. A successful FORT Save prevents the target from acquiring a *Gift of Nature* or suffering DEX damage that round, but this save must be repeated on each round of the duration. A target reduced to zero DEX by these mutations becomes paralyzed and helpless, only able to take purely mental actions.

Despite their increasing clumsiness and disorientation, the spell's target can use any granted *Gifts of Nature* normally for the spell's duration.

HP The Attack Would Normally Inflict	Status Effect
5 HP or fewer	*Panicked*
5-10 HP	*Shaken*
11-20 HP	*Nauseated* or *Blinded*, at the attacker's option
21-35 HP	*Confused*
35-50 HP	*Paralyzed*
51 HP or above	*Petrified,* as per Flesh to Stone. Target gets a save against the initial effect. If this save fails, petrifaction effect is permanent unless dispelled.

PACIFICIAN BATTLEFIELD

School abjuration (good) **Level** cleric 5, sorc/wiz 5, witch 5
Casting Time 1 standard action
Components V, S, M (a prepackaged sterile bandage or gauze) racial (Pacifician)
Range close (25 ft plus 5 ft / level)
Effect 30 ft + 5 ft per level sphere
Duration 1 round / level (D)
Saving Throw WILL negates (see text)
Spell Resistance Yes (see text)

When the caster invokes this spell, a swirling kaleidoscope of rainbow and stars erupts from their fingers and becomes a glowing dome encompassing an entire battlefield. Within the spell's radius, glittering explosions erupt where ever normally lethal damage would be inflicted, changing the damage into something far less lethal.

Creatures damaged within the spell's area of effect do not suffer lethal damage. Instead, lethal damage is converted into a status effect, the severity of which is based upon the HP damage the attack or harmful effect would have normally inflicted. Creatures hindered by a particular status effect may make a new saving throw each round to end the effect. A failed save ends that status effect, but does not end the effect of Pacifican Battlefield as a whole. Spell Resistance applies to individual status effects, not to the spell as a whole.

Unless otherwise noted, all status effects end when the spell ends.

PACIFICIAN CONSCIOUSNESS

School abjuration (good) **Level** cleric 2, druid 2, paladin 2
Casting Time 1 standard action
Components V, S, DF, racial (Pacifician)
Range touch
Duration 10 minutes/level (see text)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
Your touch fills the subject with compassion for all living creatures and a lusty wonder at all the glories the cosmos has to offer. In short, you teach the subject to think like a Pacifician.

The subject receives a +3 resistance bonus on all Saving Throws. However, any aggressive action, such as attacking a creature or casting a damaging spell, immediately ends the spell.

PACIFICIAN CONSCIOUSNESS, MASS

School abjuration (good) **Level** cleric 6, druid 6
Range close (25 ft plus 5 ft / 2 levels)
This spell works like *Pacifician Consciousness*, except that it affects one creature per level, no two of which can be more than 30 ft apart.

PAN-IMMUNITY

School abjuration **Level** alchemist 3, cleric 4, druid 4
Casting Time one standard action
Components V, S, DF
Range touch
Duration one minute / level
Saving Throw FORT Negates (harmless)
Spell Resistance Yes (harmless)
This spell sheathes the recipient in a barely perceptible golden aura. For the duration of the spell, the recipient becomes immune to radiation, poison and all non-magical forms of disease.

PENETRATING ENERGY WEAPON

School evocation **Level** magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (a small, synthetic ruby worth 10-15 gp/Purchase DC 3)
Range touch
Duration one round / level
Saving Throw None (object)
Spell Resistance None (object)
This spell sheathes a single, touched energy weapon in a faint pinkish glow, and allows its blasts to slice through even the hardest anti-energy defenses.

For the duration of the spell, the touched energy weapon inflicts damage of an unspecified energy type, rather than Fire, Electricity or some other energy type. As a result, resistances or immunity to specific energy forms do not apply to blasts from the enchanted weapon. No other qualities of the enchanted weapon change.

PETROPHAGE

School conjuration (creation) **Level** druid 5
Casting Time one standard action
Components V, S, M (a sample of exotic lichen or algae)
Range a 30 ft cone
Duration instant
Saving Throw FORT negates/partial (object)
Spell Resistance Yes
A wave of nearly microscopic lichens and bacteria erupts from the druid's outstretched hands. These tiny plants devour any form of petrochemical, including refined hydrocarbons used to create plastic and other polymers.

All non-magical plastic and hydrocarbons caught within the spell's area of effect are automatically affected. Hydrocarbon fuel degrades into useless stagnant sludge within its container or fuel system, immediately seizing most engines depending on them. Plastic and other polymer objects are destroyed.

Attended non-magical objects and magical objects are allowed a FORT Save. Non-magical objects that fail their save are similarly destroyed. Magical objects who fail their save gain the *broken* condition though magical petrochemicals are instantly destroyed.

PHANTOM BULLETS

School transmutation **Level** magus 4, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a tiny piece of lithium metal)
Range touch
Duration one hour / level
Saving Throw None (object) **Spell Resistance** No (object)
This spell turns up to 50 bullets, all of which must be touched at time of casting, into semi-real energy matrixes, which are incorporeal projectiles that only harm their intended targets.

Phantom bullets pass through intervening obstacles including armor, and ignore cover bonuses to defense. Attacks with phantom bullets are ranged touch attacks.

Barriers of magical energy, such as a *wall of force*, stop phantom bullets. Phantom bullets pass harmlessly through any creatures other than the intended target, and thus suffer no penalty for firing into melee, nor will they ever harm a civilian unintentionally. Phantom bullets affect incorporeal or ethereal targets normally.

Phantom bullets count as a magic weapon for the purpose of overcoming damage reduction. These bullets disappear seconds after they strike a target, making it impossible to gather ballistic evidence from these enchanted rounds.

PHOTOMAPPING

School divination **Level** bard 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
This spell allows you to instantly trace a photograph back to the point it was taken. When you cast this spell, you gaze at a single photograph or frame of video (which can be printed or digital), and for a second, the exact street address or GPS coordinates of the location where the image was taken flashes across the image.

THE PIG IS MY GIG

School conjuration (creation) **Level** cleric 6, magus 5
Casting Time one standard action
Components V, S, M (a round of ammunition)
Range self
Duration 1 round/level (D)
Saving Throw none **Spell Resistance** no
You conjure a phantasmal heavy machine gun, and linked belts of spectral ammo that cross your chest. With this spell, you can rock and roll on full autofire as long as you want without worrying about ammo or overheating your ghostly gun.

When you cast this spell you conjure a +1 M-60 heavy machine gun, which is treated as having infinite ammunition for the spell's duration. This weapon's enhancement bonus increases by +1 per three caster levels beyond 10th. The conjured weapon has no effective weight and you are considered proficient with it. The conjured weapon vanishes if removed from your hands.

PIRATE'S REGISTRATION

School illusion (figment, lawful) **Level** bard 3, sorc/wiz 4
Casting Time 1 full round action
Components V, S, M (a pre-paid cred-card or cred-stick worth at least 50 gp/ DC 7)
Range touched
Effect one touched vehicle up to size Colossal
Duration 1 hour / level (D)
Saving Throw WILL Negates **Spell Resistance** No
By touching a starship of up to size Colossal, the spellcaster wraps the vessel in an illusory sheath that alters visible registration and identifying markings and changes the vessel's hull decorations and coloration according to the caster's desires. The starship's transponder, radiation signature and other electronic data is similarly modified.

The Pirate's Registration is a nearly flawless, highly detailed forgery. Consider it to have a Linguistics (Forgery) check result equal to 20 + caster level + casting modifier.

PIT CREW'S SPEED

School enchantment (mind-affecting) **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch
Duration 1 round
Saving Throw WILL negates **Spell Resistance** Yes
When this spell is cast, the recipient's hands move with uncanny speed and certainty, with the trained precision of a pit crew mechanic. The recipient can make a single Craft check to repair a mechanical device as a full round action without increasing the check DC. However, the recipient is *fatigued* after the spell's duration ends, or becomes *exhausted* if already *fatigued*.

PLANET HOPPER

School conjuration (creation) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, M (data files and assembler blueprints for the desired space ship worth 250 gp/DC 13)
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** No
This spell creates a short range, but fairly nimble personal starship. Lines of blue and green force appear, rapidly coalescing into a starship. This spell creates a light starship statistically equal to a Courier (D20 Future- pg 119-120), though the starship's actual appearance reflects the culture and native space program of the spellcaster. The spell's relatively short duration usually restricts the conjured starship to intra-system travel or sub-orbital jumps.

SFRPG Rules

The Planet Hopper is statistically a Tier 2 Shuttle, designed to your specifications when the spell is cast. This starship is not equipped with a Hyperdrive/Drift Engine.

PLANET KILLER

School evocation (electricity, force, fire) **Level** sorc/wiz 10
Casting Time one hour
Components V, S, M (a perfectly shaped, faceted sphere of green star-crystal, the size of a basketball, worth at least 10 million gp/ DC 50)
Range line of site to target planet to a maximum range of 1 light year
Duration instant
Saving Throw None **Spell Resistance** None

A beam of pure white fury, as blindingly intense as a solar flare, erupts from the massive, perfect crystal sphere that is sacrificed to power this spell, capable of annihilating an entire planet. Planet Killer, as the spell's name implies, targets whole planets, moons or massive stations, and cannot target anything much smaller than continent sized. The Planet Killer has a range of one light year, but the caster must be able to see the target (even if faintly) with the unaided eye. For example, a spellcaster working from Mars could easily target the Earth with this spell.

The targeted planet itself suffers 10,000 points each of Electrical, Fire and Force damage, which ignores the world's Hardness. All creatures and objects on the targeted hemisphere individually suffer 1,000 points each of Electrical, Fire and Force damage, while those on the opposite hemisphere suffer half this damage. A world reduced to 0 HP is blasted down to bare rock, and breaks apart into a badly scorched asteroid belt.

PLANETARY ACCLIMATION

School transmutation **Level** druid 1
Casting Time one standard action
Components V, S, M (a leaf or flower native to the world)
Range touch
Duration one hour/level
Saving Throw FORT Negates (harmless)
Spell Resistance Yes (harmless)

You press a native flower to the lips or forehead of a willing creature, granting it acclimation to that world's climate and hazards. For the duration of the spell, the recipient gains one Planetary Adaptation of your choice appropriate to the world the flower is from.

PLASMA TORCH

School transmutation (fire) **Level** sorc/wiz 0
Casting Time 1 standard action
Components V, S
Range touch
Duration 10 minutes / level (D)
Saving Throw None (object) **Spell Resistance** No (object)

This spell transmutes the properties of a single torch, flare or lighter touched or carried by the caster. For the spell's duration, the flames become plasma-based and continue to burn regardless of the presence of oxygen- the firesource functions underwater or in hard vacuum. Fires set with the Plasma Torch are also considered to be plasma-based fires until the spell ends.

PLEASURABLE SLIME

School conjuration (creation, Pleasure)
Level druid 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/ two levels
Saving Throw FORT Negates (see text)
Spell Resistance Yes
A basketball-sized orb of gelatinous golden slime streams from the palm of your hand and splashes upon a target like a cum shot. The slime oozes into every pore and every orifice, even finding its way beneath a sealed space suit!

The target suffers 1d8 points of Pleasure damage per round; during the spell's duration, if the target suffers Pleasure damage from another source, its numerical effects are maximized, as the target's nerves have already been 'primed' by the Pleasurable Slime. The Pleasurable Slime is extremely sticky, reducing the target's base land speed by 10 ft. Each round on its turn, the target can attempt a new FORT Save to end the effect.

PLEASURE TRAP

School conjuration (Pleasure) **Level** alchemist 6, sorc/wiz 6
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/two levels)
Duration 1 round/level
Saving Throw None **Spell Resistance** Yes
This spell conjures a hovering torturer's chair of clean white plastic and pinkish crystal. Straps and manacles trap the victim, pulling open their legs and exposing their intimate zones to the attentions of whirring, buzzing torture devices. Each round the Pleasure Trap pins the target, he or she suffers 2d8 points of Pleasure damage.

The Pleasure Trap attacks its target by attempting a Combat Maneuver to grapple and pin the target. If the initial CM check is successful, it can attempt another check to pin the target in the same round. The target can use combat maneuvers or Escape Artists checks of her own to escape the Pleasure Trap each round. The Pleasure Trap has 50 Hit Points and Hardness 10, but each attack on it has a 50% chance of hitting the trapped victim instead.

POCKET PILLS

School conjuration (creation) **Level** alchemist 1
Casting Time 1 standard action
Components V, S, M (an empty pill bottle)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Pocket Pills is a popular spell with everybody from field medics to drug dealers. The spell conjures a single dose of any common OTC drug, from painkillers to diabetes meds to instant-erection potions. The conjured drug must be commonly available, and not widely restricted or controlled.

POWERLINK BIO-IMPLANTS

School transmutation **Level** alchemist 5
Casting Time one hour
Components V, S, M (Fuelon crystals and radioactives worth 5,000 gp)
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes

By touching a willing humanoid or monstrous humanoid of a non-Battlechanger race, you permanently transmute several of the touched creatures organs and internal systems into bio-mechanical analogues. At the completion of the ritual, the touched creature gains either *Powerlink Engine Module* or *Powerlink Head Module* as a bonus feat, as if they were themselves a Battlechanger. From this point on, they can transform into a robotic head or engine-module form, and initiate a power-link

PRIDE OF THE COLLECTION

School conjuration (creation) **Level** bard 1
Casting Time one minute
Components V, S, M (art objects similar to the object too be conjured, worth about 10 gp/DC 3)
Special caster must have at least 1 rank in Knowledge (popular culture) to cast this spell
Range touch
Duration permanent
Saving Throw None **Spell Resistance** No
This spell summons unique art work from somewhere else in the multiverse, giving collector-mages a unique piece for their collection. With this spell, you might summon a CD of John Lennon songs written during the 90s and referencing the Oklahoma City bombing, the first issue of Avengers penciled by Curt Swan instead of Jack Kirby, or virtually any piece of pop entertainment from a parallel world where art, culture and history took slightly different paths. While this artifact may be amusing, and a source of great personal entertainment, it is virtually valueless in mainstream reality, as most would assume the object is a clever, but obvious forgery, if put up for sale in the caster's timeline.

PURPLE HAZE

School conjuration (chaos, creation) **Level** bard 4
Casting Time one standard action
Components V, S, M (a Glow joint)
Range medium (100 ft + 10 ft/level)
Effect cloud spreads to a 20 ft radius and is 20 ft high
Duration 1 round/level
Saving Throw WILL negates (see text)
Spell Resistance No
The billowing, pungent vapors, stinking of Glow and hot incense, billow out from the caster's hands and lips. This spell functions identically to *stinking cloud* save that those affected are *confused* rather than *nauseated* for the spell's duration.

Beginning at 15th level, any target that fails their saving throw by five or more points becomes unconscious for the spell's duration rather than merely confused. They may be awakened normally, but must make new saves each round they remain within the cloud of purple haze.

QUICK CUM

School necromancy (mind-affecting) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round
Saving Throw WILL Negates **Spell Resistance** Yes
A single word, and the target is overcome with pleasure, experiencing an intense, grinding orgasm that leaves them breathless. A target that fails its WILL save is *stunned* until the caster's next turn. If this spell is used on an ally it can speed the casting of sex-based spells. If the ally is casting a spell which requires the caster to orgasm and takes longer than a full round to complete, this spell can be used in conjunction to reduce the sex-magic's casting time to a single full round action.

RADIATION PURGE

School abjuration **Level** druid 4
Casting Time one round
Components V, S, M (a few drops of iodine or potassium)
Range close (25 ft + 5 ft/level)
Effect 30 ft diameter sphere
Duration instant
Saving Throw FORT negates (object, see text)
Spell Resistance Yes
This spell vastly accelerates the rate of radioactive decay to the point that items that would normally remain hotly radioactive for millennia become safe in just seconds. All radioactive objects within the spell's area of effect are rendered completely non-radioactive at the end of the spell's casting time. Attended radioactive objects, radioactive objects that are the power source of an attended vehicle (such as a nuclear fuel rod aboard a submarine), or magical radioactive objects receive a FORT save. Other radioactive objects do not. If an object is too large to completely fit in the area of effect, it is not affected by this spell at all.

RAIN OF ARTILLERY

School evocation (fire) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, F (tactical maps, either printed or electronic, of the area of be targeted)
Range 1 mile/caster level (see text)
Duration Instant
Saving Throw REF half **Spell Resistance** No
This powerful war-spell enables the caster to kill targets far over the horizon, with ranges comparable to modern heavy artillery bombardment. This spell affects a line of 5 ft squares equal to the caster's level, which can be arranged either vertically, horizontally, or diagonally, anywhere

within the spell's maximum range. The spellcaster does not need to see the target area, but must clearly understand where the spell is to be targeted, such as by viewing the location through binoculars, over a live camera, via GPS coordinates or through a detailed tactical map.

All creatures and objects within the target zone suffer 6d6 points of fire damage plus an additional +1d6 points of fire damage per caster level (to a maximum of 25d6), with a REF Save offered for half damage.

This spell cannot be cast closer than to within ¾ mile of the spellcaster's current position.

RAIN OF HEAVY ARTILLERY

School evocation (fire) **Level** sorc/wiz 9
This spell functions as *Rain of Artillery* except that base damage is 6d10 and increases by +1d10 per caster level. There is no maximum damage cap on Rain of Heavy Artillery.

This spell cannot be cast closer than to within 2 miles of the spellcaster's current position.

RAVAGES OF TIME

School necromancy **Level** cleric 5
Casting Time one standard action
Components V, S, M (a vial of acid)
Range touch
Effect up to one 5 ft cube of inorganic, unliving matter per level
Duration instantaneous
Saving Throw FORT partial (object) **Spell Resistance** Yes
With a touch, the cleric does to a structure what age, weather and disuse would take decades to accomplish. Each 5 ft cube of material must succeed at a separate FORT save or have its Hardness reduced to 0 and suffer 1d6 HP worth of damage per caster level (maximum 10d6). If this is sufficient to destroy the cube of inorganic matter, it crumbles into random chunks of moss covered, weathered stone or fades away to rotted wood. Structures damaged or destroyed by this spell look as if they'd been unattended for decades.

This spell has no affect on living creatures, nor on unliving objects that are also characters, such as golems or animated objects. This spell can be used to quickly carve out a tunnel by disintegrating obstacles, but the tunnel created is dangerously unstable and caves in within 2d6 rounds unless somehow supported.

RECHARGE DROID TOOLS

School transmutation **Level** alchemist 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None (harmless) **Spell Resistance** No
By touching a Star Droid, you recharge any components of its Droid Tool Kit racial trait that have 3x or fewer uses per day.

RECHARGE THE BODY

School conjuration (electricity) (healing) **Level** alchemist 3, cleric 3, sorc/wiz 4
Casting Time one standard action
Components V, S, F (a connection to a city power grid)
Range touch
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
By converting electrical energy to raw eldritch power, you recover quickly from physical pain and debility. You must touch, and draw electrical energy from a wall socket, power main or other connection to a power grid (or powerful source of electricity, such as a micro-nuclear reactor). The recharge spell instantly eliminates any or all of the following conditions: *cowering, dazed, exhausted, fatigued, nauseated, shaken, sickened, stunned*. In addition the *recharge the body* spell instantly cures *blindness* or *deafness* caused by a spell or spell-like ability.

Creatures who are either Immune to or Vulnerable to Electricity are affected more strongly by this spell, healing 1d8 points of damage +1 point per level (no cap) in addition to the listed effects.

RECONFIGURE STAR DROID

School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes / level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
A touch on the metal and plastic shell of a Star Droid reconfigures its onboard tool kit, giving the little robot new capabilities. The Star Droid's Droid Tool Kit racial trait is altered for the duration of the spell, removing existing tools and replacing them with new tools of the Star Droid's choice.

RECOMMISSIONING CEREMONY

School transmutation (earth, law) **Level** cleric 9, sorc/wiz 9
Casting Time one hour
Components V, S, M (at least 100 tons of scrap metal or structural ruins, an American flag that was draped over a heroic veteran's coffin), F (complete digital blueprints of a Hover Carrier, worth over 100,000 gp/DC 34)
Range long (400 ft + 40 ft/level)
Duration permanent
Saving Throw none **Spell Resistance** no

The massive Aquila-class hover carriers are a visible symbol of APEX military might, patrolling the upper atmosphere over North America, guns at the ready. New hover carriers are often forged from recycled and repurposed steel from buildings and mecha destroyed by the Abortion War, making them tangible symbols of the rebirth of purpose APEX offers America.

When the spell is cast, the assembled scrap forges itself into a Hover Carrier (variant creature for the Aircraft Carrier, found in *Secret Soldiers*, Otherverse Games, 2017) over the course of an hour. The Hover Carrier is painted in APEX livery and registered to that military, named for the fallen soldier whose burial flag provided part of the spell's material component. Casters from other factions create a Hover Carrier in appropriate livery instead.

RE-ENERGIZE

School transmutation **Level** alchemist 1, cleric 0
Casting Time one standard action
Components V, S, M (a candy or protein bar or energy drink
Range touch
Duration instant / 5 minutes
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)

This spell imbues a snack bar or energy drink with mystical energy. If consumed within 5 minutes of this spell being cast, the enchanted food or drink removes the *fatigued* condition from anyone who eats it. The entire candybar or drink must be consumed to have any effect; only a single creature can benefit from a casting of this spell.

REFLECT THE CAMERA

School divination **Level** bard 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (silvers from a broken mirror)
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
This spell changes your perception so that you briefly experience a two dimensional photograph as a three dimensional world. While casting this spell, you gaze at a photograph (which may be printed or digital) and choose a focal point within the image

For a few seconds after casting the spell, you see other aspects of the scene photographed, as if the camera where in the place of the focal point chosen, looking outward. Effectively, you see what the person standing at the focal point chosen would have seen, possibly including the photographer or other details. Lighting conditions and visibility in the image are identical to conditions when the photograph was taken.

REINVENT HUMANITY

School transmutation **Level** alchemist 6, sorc/wiz 6
Casting Time one hour
Components V, S, M (cloned tissue and medical tissue regenerator packs, worth 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
As the words of the spell are chanted, the recipients cybernetic implants begin to glow with a golden inner light. When the spell ends, these implants become flesh and blood- even more importantly, they become heritable traits.

This spell transforms all of a willing subject's cybernetic implants into biological analogues that are an innate part of their body. The creature's type sometimes remains the same (in the case of minor implants, such as a person with a single bionic arm obtaining this spell), but often the creature's type becomes Monstrous Humanoid (if the recipient has several or extensive implants). Light and Heavy Cyborgs remain Monstrous Humanoids but lose the cyborg subtype.

The transformed implants retain their full function, becoming new extraordinary racial traits. External implants can no longer be sundered, as they are part of the former cyborg's body. The implants- as new racial traits- may be passed to the former cyborg's offspring, and are considered dominant racial traits.

RELOAD!

School conjuration (creation) **Level** magus 1, sorc/wiz 1
Casting Time 1 move-equivalent action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
With a sparkle of bright orange and yellow energy, you completely refill the clip or internal magazines of a singe touched firearm, or completely recharge an energy clip. Belt fed weapons and weapons with an internal magazine are unaffected by the weapon.

REPRODUCTIVE APOCALYPSE

School necromancy (death, evil)
Level sorc/wiz 10, witch 10
Casting Time one hour
Components V, S, M (a helpless example of the target species, reduced to 0 HP and bound for sacrifice, who is slain at the spell's climax, plus ritual artifacts worth at least 1 million gp/DC 42)
Range a single continent or landmass
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
When the last words of this spell are cast, a wave of ultraviolet shadows rush to cover an entire continent, blotting out the sun and stars for several seconds. All members of the targeted species – the same species as the sacrifice slain during the spell's casting- within the spell's enormous range feel a split second of extreme pain, and unless they succeed at a FORT Save, they lose the ability to reproduce or enjoy sexual contact. Pregnant members of the species prematurely deliver or undergo a miscarriage on a failed save.

ROADKILL DESTINY

School necromancy **Level** magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range variable. If neither the caster nor the target is in a ground vehicle, the range is : ***close*** (25 ft + 5 ft/level). If either the caster or the target is in a ground vehicle, the range is: ***medium*** (100 ft + 10 ft/level).
Duration one hour/level (D)
Saving Throw WILL negates **Spell Resistance** yes
This high-tech curse ensures that your enemy will die in a fiery automobile wreck sooner rather than later. If the target of the spell fails their save, they suffer a penalty on Drive checks (or similar checks to control ground vehicles) and REF Saves to halve the damage of a vehicular collision equal to half your caster level. The range of this spell can vary, increasing to medium range if either the target, or the caster is in a vehicle at the time of casting.

ROBOTIC LOGIC

School enchantment (charm) (mind affecting) **Level** bard 3, sorc/wiz 3
Casting Time 1 standard action
Components V, S
Range touch
Duration 1 minute/ level (D)
Saving Throw WILL Negates **Spell Resistance** No
Your touch turns a humanoid brain into an advanced computer system, driven by machine logic and able to calculate 20,000,000 operations per second. The spell grants a +2 enhancement bonus to INT, adding the usual benefits to INT-based skill checks and other uses of the INT modifier. Wizards (and other spellcasters who rely on INT) affected by this spell do not gain any additional bonus spells for the increased INT, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

While this spell is active, the recipient becomes immune to Mind Influencing Effects, but also loses the ability to benefit from morale bonuses The recipient receives a +4 competence bonus on WILL Saving throws vs. illusions, but cannot use CHA based skills.

ROCKET LAUNCHER

School evocation **Level** magus 4, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration one round / level or until all shots are fired
Saving Throw None **Spell Resistance** No
This spell creates a luminous rocket launcher composed of brilliant yellow/white energy. The caster pantomimes the act of readying and firing a shoulder-fired rocket, requiring the use of both hands. When the mystic rocket launcher is fired, a trail of flame travels from the muzzle of the glowing weapon to the target.

This magic weapon functions identically to a M72A3 LAW rocket (described in D20 Modern), except it is considered a magic weapon for the purpose of overcoming damage reduction. Range penalties and non-proficiency penalties, if applicable, apply to attacks with this magical weapon. The magic rocket launcher has no weight and causes no encumbrance.

Firing a shot with the magic rocket launcher is a full round action. The caster can fire a number of shots equal to ½ his caster level (rounded down). The spell ends when the duration expires or when all shots are fired.

ROCKIN' BLAST

School evocation (sonic) **Level** bard 1, magus 1, sorc/wiz 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw REF partial **Spell Resistance** Yes
A luminous sphere of solidified rock and roll steaks from the caster's outstretched fingers to slam into her enemies with the force of a wrecking ball.

The Rockin' Blast inflicts 2d4 points of Sonic damage and *deafens* the target for 1 round. If the target makes their REF Save, they take half damage and are not *deafened*.

ROCKIN' BLAST, HARD

School transmutation (sonic) **Level** bard 2, magus 2, sorc/wiz 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw FORT Partial (see text)
Spell Resistance Yes
A sphere of tangible rock and roll zips from your fingers or lips and hits with the force of a heavy caliber bullet…plus it gets an unforgettable guitar riff stuck in the victim's head for days.

The target of the Hard Rockin' Blast suffers 2d4 points of sonic damage + 1 point per caster level (maximum 2d4+20 sonic). The Hard Rockin' Blast unerringly strikes any target that has less than total concealment within range. The target is either *Deafened* for 1d6 rounds, or *Dazed* for 1 round at the caster's choice; a FORT Save negates this secondary effect.

ROYAL CONDITIONING

School enchantment (compulsion, mind-affecting)
Level inquisitor 6
Casting Time 24 hours
Components V, S, F/DF (a governmental or royal symbol, such as a badge, coat of arms, signet ring, ect of the faction you serve, or a holy symbol), M (rare earth elements worth at least 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
This daylong brainwashing makes it impossible for the spell's subject to betray or harm a creature or creatures you designate. When you cast this spell, you name or otherwise positively identify one specific creature per four caster levels (maximum 5 creatures per casting).

The spell's subject can never be compelled, either by mundane or magical compulsion to harm these creatures, or to knowingly act against their wishes or interests. Telepathic or divinatory effects that probe the subject's mind can never reveal any form of information about the designated creatures. The subject always has an attitude of Helpful towards the creatures.

The spellcaster knows if the recipient successfully resists this spell. A strange and irremovable mark, similar to an *arcane mark,* of the caster's choosing, appears on the forehead of a creature affected by this spell. Royal Conditioning can be removed via *remove curse.*

SANITIZING TOUCH

School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (distilled water or bleach dripped on the caster's fingertips)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
This simple spell is a cornerstone of both medical and criminal magic. When this spell is cast, the caster touches an object, and the magic instantly wipes away all micro-organisms and forensic traces (such as blood drops, semen, hair or skin samples) within a single 5 ft cube. This spell does not have any effect on larger pieces of forensic evidence (such as bullet casings), or objects intentionally dropped or left behind by a creature. It has no affect on magical or otherwise extraordinary diseases lurking somewhere in the area, but will prevent the possibility of mundane contamination.

SATANIC SHIELD

School abjuration (chaos, force) **Level** witch 4
Casting Time one standard action
Components V,S
Range personal
Duration 1 minute/level (D)
Saving Throw Spell Resistance
Cosmic Satanists scream into battle, glowing inverted pentagrams of flame and force strapped to their forearms like shields. The Satanic Shield provides a +4 deflection bonus to Armor Class and can be used like a physical shield to make a shield bash. This bonus also applies against incorporeal touch attacks, as it is a force effect. Like a *Shield*, a Satanic Shield can be used to block magic missiles. In addition, when used against servants of the ICG or divine casters who any approved ICG deity as their patron deity, the Satanic Shield is treated as having the bashing property.

SATANIC SKULL

School conjuration (creation, evil) **Level** cleric 1, witch 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 day/level
Saving Throw WILL Half (see text) **Spell Resistance** No
This spell conjures a fist sized sugar skull pastry, like those they serve in between orgies on Walpurgisnacht. This sugar skull remains edible for the spell's duration, but quickly rots away when the spell expires.

Eating the Satanic Skull provides all the nourishment necessary to sustain a Medium creature for a day. In addition, the Satanic Skull works like *Satanic Glow Joint* for any non-good creature that eats it. A good creature eating the Satanic Skull suffers 2d6 acid damage (WILL half).

SATANIC TONGUE

School transmutation (chaos, evil, Pleasure)
Level alchemist 1, bard 1, witch 1
Casting Time one standard action
Components V, S, M (the preserved hymen of an underage virgin)
Range personal
Duration 1 minute/level (D)
Saving Throw No **Spell Resistance** No
When this spell is cast, it mutates the caster's tongue into a forked and slimy pinkish tentacle 10 ft long plus 5 ft/two levels. The caster can use this tongue to make ranged touch attacks against targets within that range. Targets suffer 1d4 points of Pleasure damage per caster level (maximum 5d4). The tongue has the reach and trip special qualities; the caster is considered proficient in its use and does not provoke attacks of opportunity by using the tongue.

The tongue has 5 HP + 1 HP per caster level. If it is severed, the spell ends. The caster loses the ability to speak and suffers 1 point of ongoing bleed damage until he receives any amount of magical healing.

SAT-KILL

School evocation (light) (electricity)
Level druid 8, sorc/wiz 8
Casting Time one standard action
Components V, S, M (a sliver of asteroidal iron or a component from a downed satellite or space station)
Range 20 mile radius burst, centered on the caster
Duration Instant (see text)
Saving Throw None (object) **Spell Resistance** No (object)
When this spell is cast, a column of electromagnetic fury blasts upward through the atmosphere, destroying all satellites whose area of coverage or footprint includes the spell's radius. This spell fries the systems of surveillance, communications and weapons sats alike, rendering them completely useless, and shielding the area from surveillance and photography for at least 2d8 hours, until concerned entities can task other satellites to the area to pick up the slack.

In addition, sat-linked communications within the spell's area become useless for at least 24 hours, and possibly more, at the game masters discretion. The light flare accompanying this spell can be seen for miles, and creatures within 100 ft of the spell caster must succeed at a DC 15 FORT Save or be *blinded* for 1d6 minutes. In addition to the intended effects, this spell may destroy dozens, even hundreds of civilian satellites, disrupting commerce and communication.

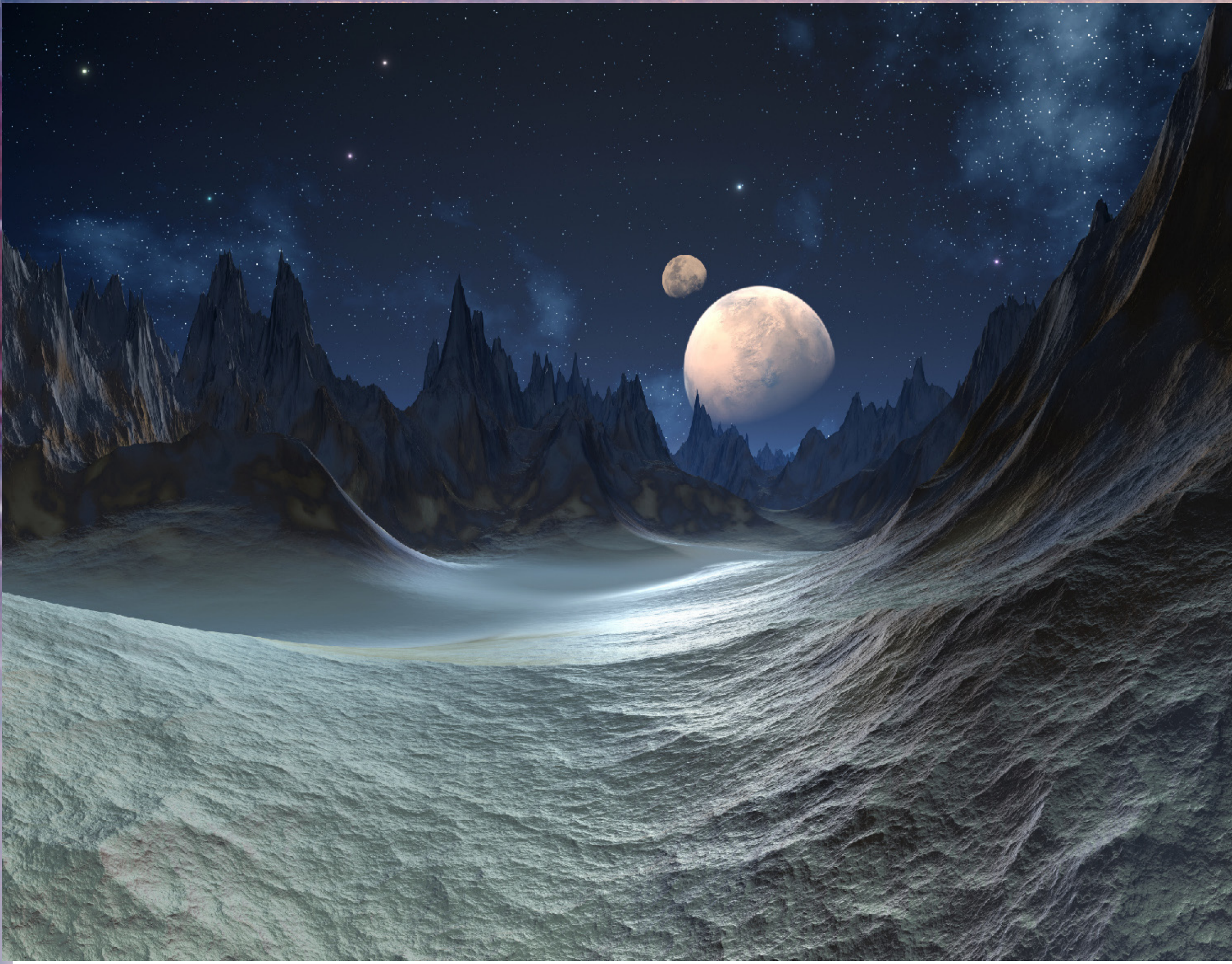
Roll 1d6 to see what side effects are caused by this spell.
1. Telephone and sat radio communication within the entire state/county/province/ect
the spell is cast are shut down for 6d6 hours.
2. All Computer Use checks made within the state where the spell is cast require double the normal time for 6d6 hours, due to slow and intermittent internet/Mesh connections.
3. All credit card transactions and ATM systems within the area of effect fail for
1d6+1 days.
4. Anyone within the state where this spell is cast with a Wealth bonus of +10 or greater
permanently loses -1d4 points of Wealth, due to market disruptions. Alternatively, those with vast reserves of wealth in digital form lose about 10-15% of their total fortune.
5. Commercial television and cable stations go offline for 1d4+1 days in the spell's area.
6. Knowledge checks made in conjunction with electronic databases in the area suffer a -2d10 penalty for the next 1d4+1 days, due to data loss and system glitches.

SCULPT PLANETARY ORBIT

School transmutation **Level** cleric 10, druid 10
Casting Time one day
Components V, S, M (an uninhabited and undeveloped moon at least the size of Earth's, which is vaporized during the casting of this spell)
Range a single planet within visual range, to a maximum of several million miles
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** No
With this spell, a planet can be dragged across a solar system and placed into a new and hopefully stable orbit anywhere within the same system. When the ritual is complete, the target planet drifts slowly into its new orbit, requiring approximately 1d6 days to reach its destination.

During this time, and once at the destination, the planet's lighting conditions and climate change to accommodate its new place in the system. If the planet is closer to the sun, the surface will become brighter and hotter, for instance. Planets moved away from the star become progressively darker and colder.

When the spell is cast, the caster must succeed at a DC



50 Knowledge (physical science) check. If the check is successful, the planet achieves a stable orbit that does not disrupt the orbits of other bodies in the system. While the planets location in relation to the star may or may not make it uninhabitable or cause major ecological shifts, the world is at least gravitationally stable.

If the check fails, the planet is gravitationally unstable. It will collide with another near-by planetary body within 2d4 months, destroying both planets completely. If the check fails by 10 or more, the orbit is cataclysmically unstable, and the planet is pulled into the system's star within 1d6 days.

The target planet saves as an unattended object with a bonus on the FORT Save determined by the planet's size. If a Druid of at least 15th level is on planet at the time the spell is cast, the Druid makes the FORT Save on the planet's behalf, also adding this bonus.

If multiple high level Druids are on planet, the highest level Druid (or the one with the best FORT Save modifier) makes the save.

Planetary Mass	FORT Save Bonus
Earth-like mass or less	+0
Planet is up to 50x Earth's mass	+4
Planet is 50-100x Earth's mass	+8
Planet is Jupiter sized or larger	+12

SECURITY CORRIDOR

School divination **Level** paladin 1, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a shard of obsidian)
Range touch
Duration 1 round/level
Saving Throw None (object) **Spell Resistance** Yes
When you cast this spell, you touch the wall of a roofed corridor or hallway and transform a 30 ft stretch of this hallway into a strange, black glass for the spell's duration. Creatures passing through this stretch of corridor appear in the glass as skeletal images, moving in time with the creature. Weapons carried by any creature glow a harsh yellow in the glass and are clearly outlined, negating any form of mundane concealment.

No saving throw applies to creatures passing through the Security Corridor, but if the spell fails to penetrate a creature's spell resistance, it is obvious. The creature appears as a series of jumbled, fuzzy pixels within the Security Corridor's glass, rather than the sharp image of a skeleton. The affected wall returns to normal at the end of the spell's duration.

SELF-ELECTROCUTION

School evocation (electricity)
Level druid 2, magus 2, sorc/wiz 2
Casting Time one swift action
Components V, S
Range personal
Duration instant
Saving Throw REF partial (see text) **Spell Resistance No**
This spell is pure desperation- casting it is probably suicidal, though the effects might be worth the price paid. When the caster casts *self electrocution* a massive, multi-gigawatt bolt of lightning slams through their body and explodes outward in a hyper-conductive storm.

The spellcaster suffers 1d6 points of electrical damage per caster level (maximum 15d6), though all creatures and objects within a 1d6x100ft radius suffer half the damage suffered by the spellcaster, with a REF save to halve this damage. Robotic and machine lifeforms (including androids, robots, many constructs, cyborgs and the like) cannot make this REF Save and take full damage. All non-magical machines within this radius are affected as per *hard reboot,* with no saving throw.

SENSUAL TREMBLING

School necromancy **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a tiny vial of sexual fluids)
Range close (25 ft plus 5 ft/2 levels)
Duration one day
Saving Throw WILL Negates **Spell Resistance** Yes
This spell fills the target with unthinking lust- their genitals tingle and burn and itch to be used. Until the target has a sexual encounter with another character of the same race, they are considered *Shaken.* Masturbation or sex with other creature types have no effect on this spell- the target remains crazed with lust and in the case of males, painfully erect. This secondary aspect has sometimes allowed this spell to be used as a kind of perverse sex aide, when cast on a willing subject.

SEXUAL MANIPULATION

School enchantment (charm, mind-affecting) **Level** bard 1, cleric 1, druid 1, sorc/wiz 1, witch 1
Casting Time one standard action*
Components S
Range touch
Duration 1 hour/level
Saving Throw WILL negates **Spell Resistance** Yes
This spell can be cast subtly, with just a few motions of the fingers and tongue, even while the caster is engaged in pleasuring another creature. This spell is made as part of a Perform (sexual) check; if the target fails their saving throw, the caster's sexual performance becomes a brief obsession.

For the spell's duration, any time the caster is called to make a Bluff or Diplomacy check against the target, the check's minimum result is equal to the Perform (sexual) check made as part of the casting of this spell. If the Bluff or Diplomacy check result is higher, use that result instead.

SEXUAL RECONFIGURATION

School transmutation **Level** alchemist 2, druid 1
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration one day (D)
Saving Throw None **Spell Resistance** No
This spell transforms a fully mechanical Battlechanger into a hybrid bio-mechanical creature that can enjoy sex with fully organic lifeforms. Primary and secondary sexual characteristics, compatible with most humanoids, appear, subtly modifying the Battlechanger's appearance, making them more human-like and attractive to organic eyes.

Often these delightfully fleshly new appendages can be concealed between retractable armor panels or plating, easily removed by the transformed Battlechanger.

In addition to giving the Battlechanger the ability to enjoy humanoid sex, it provides an otherwise genderless robot with a defined gender, and allows the use of sex-related powers and feats. This spell functions as a slightly improved version of *comfortable act* as well. The Battlechanger is capable of fathering or bearing hybrid children while this spell is in effect; if impregnated, the pregnancy continues even beyond the spell's duration.

SEX STINK

School conjuration (creation)
Level alchemist 1, druid 1, sorc/wiz 1
Casting Time 1 standard action
Components V, S, M (a drop of the caster's sexual fluids)
Range close (25 ft plus 5 ft/ 2 levels)
Effect a 30 ft + 5 ft / 2 levels burst
Duration 1 minute / level
Saving Throw FORT Negates (see text)
Spell Resistance No

This spell conjures a pale amber mist that fills a sphere that is 30 ft plus 5 ft/2 levels in diameter. These vapors stink of pheromone risk sweat and sexual musk, and incite an instinctive lust.

Any creature of the caster's creature type entering the area must succeed at a FORT Save or suffer a -2 penalty on INT and WIS based skill checks and saving throws against sex-based illusions and mind-influencing effects. These effects last as long as the character remains n the cloud and for 1 minute afterward. Creatures of the same species as the caster suffer a -5 penalty on their saving throws.

SEXY FUROVER

School transmutation **Level** alchemist 1, bard 0, sorc/wiz 0
Casting Time 1 standard action
Components V, S, racial (caster must be a feline Anthro or member of another felinoid species)
Range touch
Duration 1 day
Saving Throw FORT Negates (harmless)
Spell Resistance Yes (harmless)
This spell only affects furred, mammalian creatures, and is a common grooming cantrip among cat-Anthro and feline Shipper Modern Spellcasters. A few castings before a Shipper docking party is always a decent moneymaker for a working mage.

This spell trims and radically restyles the feline's fur pattern, in ways that make the feline more attractive and sexual. The target's pelt is partially and seductively denuded, revealing more of the chest and genitals than normal. For a day after the Sexy Furover the recipient receives a +1 circumstance on sexually oriented Diplomacy checks; after that the style fades out of being high fashion.

SHAHTEYAN PUBERTY

School transmutation **Level** cleric 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Duration 1 minute/level or one sexual encounter
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
Shahteyan women (at least women of the mammalian persuasion) style and pamper their pubic patches, but never shave them completely off. A woman's pubic thatch is a symbol of maturity and hardwon sexual wisdom, and this spell celebrates the curly glory of pubic hair.

This spell can only affect female humanoids and monstrous humanoids with reasonably normal anatomies. For the spell's duration, the subject becomes more voluptuous, and grows a full bush and light armpit hair. Non-mammalian subjects temporarily acquire some mammalian traits. This spell provides the woman with a +2 enhancement bonus to both her CHA and WIS scores. These effects function identically to *Owl's Wisdom and Eagle's Splendor.*

If this spell is cast to benefit a pre-teen humanoid female, the subject's appearance changes dramatically, and for the spell's duration appears as an older teenager. If the character has a sexual encounter during the spell's duration there is a 50% chance that she will remain in the Young Adult age category at the end of the spell's duration, immediately undergoing the physical changes associated with aging. (Free Spacer worshippers of Shahteya use this spell as a coming of age rite for their women.)

SHAHTEYAN PUBERTY, MASS

School transmutation **Level** cleric 5
Range close (25 ft plus 5 ft / 2 levels)
This spell functions identically to *Shahteyan Puberty*, save that it affects one creature per level, no two of which can be more than 30 ft apart.

SHIP'S TENDRILS

School transmutation (chaos) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, F
Range touch
Duration 1 minute / level (D)
Saving Throw None (object) **Spell Resistance** No (object)
You touch the bulkhead or control panel of a starship you are traveling aboard, and with a roar that can even be heard in airless space, gigantic metal and plastic tendrils erupt from the ship's hull to grapple enemy vessels.

You conjure several tentacles that appear from the hull of your ship. These function as Grapplers with a range of 500 ft per point of the caster's primary casting modifier. The tendrils have an effective STR modifier of +50 and use the caster's ranks in Spellcraft to determine their combat maneuver bonus.

SILVER FUTURE

School abjuration (law) **Level** sorc/wiz 7
Casting Time 1 standard action
Components V, S, M (a tiny sphere of nanite laced silver, worth 10 gp/DC 3)
Range a 30 ft burst, centered on you
Duration one minute / level (D)
Saving Throw FORT Negates (harmless)
Spell Resistance No (harmless)
The silver sphere that serves as this spell's trigger floats above your outstretched palm, drifting into the air above you, before it bursts, covering everything in a molecule thin sheen of living, liquid silver. This silver coating transforms the world into an orderly techno-utopia, at least briefly.

All allied creatures within range are sheathed in silvery armor with a definite retro-futuristic look. This silver armor provides a +3 equipment bonus to Armor Class, and has no arcane failure chance or Armor Check penalty. This silver armor is considered to have the Space Suit property.

Allied creatures' weapons (including ranged weapons) and natural attacks are considered both Silver and Axiomatic weapons for the purpose of overcoming damage reduction for the spell's duration.

SINGULARITY LOCK

School abjuration **Level** cleric 10, druid 10, sorc/wiz 10
Casting Time one round
Components V, S, M (a few flakes of white dwarf matter, contained in a magnetic bottle and weighing several tons, worth 10,000 gp/ DC 26)
Range a single solar system
Duration one day/level (D)
Saving Throw WILL partial (see text) **Spell Resistance** No
This spell seals a solar system from the non-rational dimensions that allow hyperspace travel. For the duration of the spell, no starship can enter or leave the system by travel through any faster-than-light means, including hyperspace or the ITF Corridor.

Individual starship captains may attempt a WILL Save while entering the system; if successful that particular starship may travel normally through the locked system. If the save fails, the starship drops back into normal space and its journey ends just outside the orbit of the system's farthest planet. Creatures with the Starflight or Greater Starflight abilities are affected similarly. This spell does not affect magical or planar travel.

SKULL ROCKET

School evocation (evil) **Level** cleric 7, sorc/wiz 7, witch 7
Casting Time 1 standard action
Components V, S, F (a tacky silver and onyx skull ring, worth at least 500 gp/DC 15)
Range medium (100 ft plus 10 ft/ level)
Duration instant
Saving Throw REF half (see text) **Spell Resistance** Yes
You fire a massive missile of dark ectoplasm filled with screaming, gibbering, giggling skulls that goes off like a really nasty nuke. After the explosion, hordes of undead crawl from the wreckage.

The skull rocket explodes like a missile, inflicting 1d8 negative damage per caster level (maximum 10d6) at a point within range you designate. An early impact against an intervening barrier results in an early detonation; the skull rocket is too bulky to steer around obstacles or through barriers. The explosion has a blast radius of 30 ft + 5 ft/two caster levels.

When the Skull Rocket detonates, it summons one Skeleton per 5 points of damage inflicted by the explosion. These Skeletons serve the caster until destroyed, identically to skeletons created by *Animate Dead.*

SKY OASIS

School transmutation (air) **Level** druid 9
Casting Time one minute
Components V, S, M (the skull of a raptor), racial (any race with a natural Fly speed)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
When this spell is cast, unspoiled natural land rips free of the surrounding earth, and drifts majestically into the sky, forming a massive, floating archipelago. The spell creates a floating island with a diameter of 200 ft + 20 ft level (maximum 500 ft diameter). The caster can also choose to create multiple floating islands as small as 5 ft in diameter, up to his maximum limit. These smaller islands float no farther than 30 ft from the next closest island, linked either by stony peninsula or perilous vine bridges. Each sky island has an underside- a mass of trailing rocks and tangled roots buried in a muddy subterranean 20-30 ft deep.

The Sky Oasis hovers stationary above its creation at an altitude determined by the spellcaster, but no more than 500 ft above ground level. Though they may sway slightly, the floating islands comprising the Sky Oasis are not affected by even the strongest winds or other natural forces. Dispel magic or similar spells successfully cast on one or more of the floating islands causes the island (or a portion of it, depending on size) to crash to the ground below.

The plant and animal life on the floating island continue mostly as they did on the ground. The floating islands magically draw nutrients and ground water from the distant earth below, and the plant life on the floating islands is in much the same condition as plants on the ground below. The crater left by the creation of the Sky Oasis fills in with grasses and simple plants within a few days of the spell's casting. Structures on the area to be raised retain in their relative positions when the Sky Oasis when the spell is cast.

SKYTOWER

School transmutation (air, electricity, force)
Level sorc/wiz 9
Casting Time one hour
Components V, S, M (exotic xeno-minerals with anti-gravity or physics warping properties, worth 50,000 gp/DC 31)
Range touch
Duration instant
Saving Throw none (object) **Spell Resistance** no (object)
Your touch transfigures a single structure, up to the size of the largest class of sky-scraper or tower archology, lifting it high into the air and establishing a stable anti-gravity matrix. The floating mega-tower becomes a permanent part of the skyline.

When the spell is cast, the touched structure rises from the ground. Over the course of several minutes, the structure rises to an altitude of the caster's choosing, which can be anywhere from 100 to 1,200 ft above ground level. The floating structure permanently hovers at this point, which is always directly above where the spell was originally cast.

The spell redesigns the lowest levels of the structure, sealing them and making them safe for use as a floating structure, while a luminous xeno-stone deposits integrated into the base establish a permanent anti-gravity matrix. As a result of these changes, the *skytower* spell is considered an instantaneous effect, and once established, the changes cannot be dispelled.

The lifting process severs most physical connections with ground-level structures, including logistical necessities like underground powerlines, telephone and fiber optic cabling, sewage and gas lines, among others. Most 22nd Century structures include integral power supplies in the form of micro-fusion reactors, but other necessities must be planned for carefully once the structure is airborne.

The spell results in a deep chasm, resembling an organized construction excavation, where any basement or underground levels once stood.

SMART DRUG

School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (an empty pill bottle or blister cap)
Range touch
Duration instant
Saving Throw WILL negates (object)
Spell Resistance Yes (object)
You touch a book, e-book, scroll or other non-magical form of media such as a CD or the contents of a flash drive or the like and transform the item into a single consumable pill. The spell can affect any non-magical form of media. Once transformed, the media affected become a pill which can be swallowed, allowing the swallower to completely experience the stored data as a standard action. Thereafter, the original data is destroyed, but the character who took the pill recalls it as easily as they recall any other book they've read or CD they've listened to, for instance. The work's title appears on the label of the pill bottle or blister cap.

SNIPING LASER

School evocation (force) **Level** magus 2, sorc/wiz 3
Casting Time one round
Components V, S
Range long (400 ft plus 40 ft / level)
Duration instant
Saving Throw None **Spell Resistance** Yes
This combat spell enables the spellcaster to fire a line of milk-white force capable of blowing apart an engine block, or turning a human skull into bloody bone fragments. This spell functions identically to *magic missile*, except the spellcaster fires a single sniping laser as a full round action. This spell automatically hits any target in range that does not have total cover or concealment, and inflicts 1d10 points of force damage per two caster levels (5d10 maximum).

SOYLENT PROCESSING

School necromancy
Level cleric 3, druid 3, ranger 1, witch 3
Casting Time one minute
Components V, S, F (one sealable plastic bag or similar container per 5 lbs of carcass to be processed)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No
This spell processes the fresh corpse of an Animal, Dragon, Fey, Humanoid, or Monstrous Humanoid into pleasantly bland, but extremely nutritious futuristic rations, which usually take the form of weighty blocks of a thick, waxy material. This ration block comes in a variety of solid, obviously artificial colors (everybody likes Green the best) each with their own flavors, and can be chopped and served like tofu.

A corpse processed into rations with this spell cannot be returned to life by spells such as *raise dead*. *True Resurrection* or greater magic must be used instead. The resulting rations are edible and healthy for a member of the caster's species, and consuming these rations is not considered an evil act. Once created the rations remain fresh for 2d4 weeks if kept in their containers before beginning to spoil normally.

SPACEBOOTS

School transmutation (electrical) **Level** cleric 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute/level (D)
Saving Throw WILL negates (harmless, object) **Spell Resistance** No
When you touch any non-magical pair of boots or shoes,

you briefly give these items the magnetic properties of a set of spacer's mag-boots. The items function identically to a pair of *mag-boots* for the spell's duration.

SPECIATE

School transmutation **Level** druid 10 (epic)
Casting Time one hour
Components V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)
Range a single continent or landmass
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
This spell forces evolution in a new direction, creating a unique new species from a geographically isolated existing species. When this spell is cast, all creatures genetically related to the genome provided are transformed; the gamemaster determines whether hybrid creatures (such as Half-Elves when Elves are the intended target) are also transformed.

All genetically similar creatures within the target landmass who fail or forego a FORT save become a newly evolved species. The new species is genetically distinct and no longer interfertile with its parent species. When this spell is cast, the spellcaster grants the chosen species the Anthro subtype and a single Gift of Nature of the caster's choice. If the spellcaster expends at least 1 million gp (DC 42) constructing the spell's focus, the spellcaster can grant all recipients of this spell either two Gifts of Nature or a 2-slot Gift of Nature. The spell's recipients do not lose existing racial traits, merely gaining new ones.

A particular species can only be affected by Speciate once during its evolution, but multiple enclaves of the same parent species on different landmasses (say, North American and Australian *homo sapiens*) can be affected by separate castings of the Speciate spell, becoming entirely new species. Only living creatures may be affected by Speciate. Oozes and many aberrations have such unusual anatomies and genomes they are not affected by this spell.

SPELLSLINGER

School enchantment **Level** Modern Spellcaster 2
Casting Time one standard action
Components V, S, F (a pair of high quality shooting gloves)
Range personal
Duration one round/level (D)
Saving Throw None **Spell Resistance** No
This modern combat spell turns even the most studious Modern Spellcaster into an expert gunslinger. For the duration of the spell, the Modern Spellcaster adds his INT modifier as an insight bonus on ranged attack rolls with modern or futuristic weapons (including superhuman power blasts and ranged spells, but not with bows, crossbows or other primitive ranged weapons).

The Modern Spellcaster may also choose to add his caster level as bonus damage on any successful ranged attack roll, but doing so instantly ends this spell.

SPARK UP

School transmutation (fire) **Level** alchemist 2, druid 3
Casting Time one standard action
Components V,S,M (a lit Glow joint)
Range touch
Duration 1 round/level
Saving Throw FORT Negates (harmless)
Spell Resistance No
The caster blows the glowing purple smoke of a Glow joint into the recipient's lips, and the hot smoke ignites a flame inside them. For the spell's duration, the subject gains the Fire subtype. The subject's body smolders with fiery internal energy, and they shed light like a torch. The subject's melee and weapon attacks gain the *Flaming* special property for the duration of the spell.

SPARK UP, GREATER

School transmutation (fire) **Level** alchemist 4, druid 5
This spell functions like Spark Up, save the fires generated are even more intense. Anyone touching or grappling the subject suffers 1d6 fire damage. The subject's melee and weapons attack gain the *Flaming Burst* special property for the duration of the spell.

STABILIZATION WAVE

School conjuration (healing) **Level** cleric 3, druid 3
Casting Time one standard action
Components V, S
Range 60 ft + 5 ft/ 2 levels cone
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance yes (harmless)
Designed for use by occult-tech trained first responders, this spell creates a conical plane of slick, silvery light that quickly stabilizes potentially hundreds of victims in a mass causality situation. This spell functions like *stabilize,* save that it affects all creatures within the spell's range that have -1 or fewer Hit Points. This spell has no effect upon undead creatures.

STAGE, RAINBOW

School conjuration **Level** bard 6
Casting Time one minute
Components V, S, M (used concert tickets from a performance in a similar genre to the one you intend to stage)
Range 1,000 ft radius + 100 ft/level burst
Duration 1 hour/two caster levels (D)
Saving Throw None (object) **Spell Resistance** No (object)
Instantly, a wonderful performance stage appears, lit from beneath by floor panels that glow in high intensity rainbow colors appears around you, complete with a top of the line sound system and audience accommodations to rival the best stadiums.

The *rainbow stage* appears around you, forming a professional quality stage according to your specifications and desires. The *rainbow stage* extends to the spell's maximum range if the area is large enough to contain a performance area of that size, and stops at any intervening barriers if the area is not large enough. Thus, if you create a performance area inside a warehouse or similar area, it will extend to the maximum space possible. The *rainbow stage* forms around and incorporates small obstructions, such as trees or small pillars.

You decide the distance from the performance stage the audience area is, and can designate either standing or sitting space, or both. You can produce stadium style seating or bleachers, in multiple rows and levels up to 50 ft high. The *rainbow stage* is specially made for performances of the type you instead to stage, and provides all performers with a +5 circumstance bonus on one Perform check of your choosing within. In addition, while this spell is in effect, the range of your bardic class abilities and non-damage inflicting bardic spells is extended to any area within the *rainbow stage*, if the range would normally be shorter. Performances are visible and audible at all points within the *rainbow stage*. When the spell ends, audience members and performers are gently lowered back to ground level.

STAGE, STELLAR

School evocation (force, light) **Level** bard 6
Casting Time one standard action
Components V, S, M (a concert poster or holo-flyer)
Range long (400 ft + 40 ft/level)

Duration one minute/level (D)
Saving Throw None (harmless) **Spell Resistance** No
This spell is a favorite of star-traveling bards. The spell conjures a high tech circular stage made from solidified, brightly glowing light that pulses and throbs in time with the caster's heartbeat. The Stellar Stage can only be formed in space.

The Stellar Stage can be created at any point within the spell's range and when formed, occupies an area 100 ft in diameter + 10 ft/level. Within the Stellar Stage's area, all the casters allies gain a Flight speed of 500 ft (perfect) maneuverability, as they are buoyed by small disks of glowing light that appear beneath their feet. The Stellar State is treated as an area of normal gravity, with the glowing "stage floor" being treated as the down direction.

Though the area the Stellar Stage occupies remains vacuum, sound travels, and bardic magic and other effects, can be used as the area were an oxygenated area. The Stellar Stage is encircled by a spherical wall of glowing, shimmering energy: all creatures within the Stellar Stage are considered to have concealment from effects on the outside, and this permeable membrane stops Force effects (including many lasers) from crossing the membrane. In addition, Fire and Electrical damage effects (such as other energy weapons) have their base damage halved against targets within the Stellar Stage.

STAR KRAKEN'S TENDRILS

School conjuration **Level** druid 8
Casting Time one standard action
Components V, S, DF
Range extreme (500 ft plus 500 ft per 2 levels) (1 space scale square + 1 space scale square/2 levels)
Duration concentration plus 1 round/level (D)
Saving Throw FORT Partial (object) **Spell Resistance** Yes (object)
This powerful war-spell can rip a starship apart, and is a favorite spell of deep space and intergalactic druids. When the spell is cast, a massive field of bluish-white tendrils leap from the caster's starship and race towards an enemy vessel, where they snare the target and begin crushing the hull like the tendrils of a mighty kraken. This spell can be cast within a spaceship, to target a nearby enemy vessel. The caster can perceive the target vessel either visually or through starship sensors.

Each round the spell is maintained, the target starship receives a new save to end the effect. While the Star Kraken's Tendril's trap a starship, the target starship's speed is reduced to 500 ft (one space scale square); the pilot suffers a penalty equal to -1/2 the Druid's caster level on Pilot checks made to perform maneuvers. Each round the starship suffers 2d12 points of bludgeoning damage per caster level (maximum 40d12). Hardness does not reduce the damage.

SFRPG Rules

The Star Kraken's Tendrils function identically to Heavy Mining Equipment *(Warp Speed),* acting as if this weapon was attached to your starship, or to yourself, if you are travelling unaided in space. Instead of the short range of the standard weapon, the spell has a Medium range and cannot 'fire' beyond this range.

STARSHIP BLASTER

School evocation (fire or force) **Level** magus 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S, M (a ruby worth 750 gp/DC 17)
Range unlimited, up to orbital range
Duration instant
Saving Throw None **Spell Resistance** No
A beam of star-hot plasma several hundred kilometers long erupts from your chest or lips and rips through the atmosphere, seeking a starship somewhere above. This spell targets a single starship whose presence is known to you, which is within orbital distance of your current position. You need not clearly see or know the exact location of the target starship, as long as you are aware of its presence and approximate location.

The spell automatically strikes the target starship, functioning much like *magic missile,* save for the extreme range and target. This spell inflicts 15 points of energy damage per caster level (no cap); this damage is either fire or force, at your option. The spell gains the elemental subtype of the energy you choose.

This spell cannot target specific components or passengers of the starship, nor can it target objects that are not space-flight capable vehicles. This spell will function against starships in an atmosphere (such as a ship that's landing or strafing the caster). You can use this spell while traveling in a starship of your own, without damaging your own craft.

STARSHIP BLASTER, GREATER

School evocation (fire or force) **Level** sorc/wiz 9, witch 9
Components V, S, M (a ruby worth 5,000 gp/DC 23)
This spell functions identically to *Starship Blaster*, save that the spell inflicts 50 points of energy damage per caster level (no cap).

STARSHIP FOUNDRY

School transmutation **Level** sorc/wiz 9
Casting Time 1 minute per 1,000gp or point of Purchase DC of the starship (or 10 minutes per Tier of the starship)
Components V, S, M (the construction material for the starship, which costs the same amount as raw materials required to assemble the starship, usually 30-50% of the starship's market value), location (zero gravity)
Range single starship to be assembled, in visual range, up to several miles
Duration instant
Saving Throw None **Spell Resistance** No
This spell can only be cast in zero gravity or micro-gravity conditions, such as at an orbital drydock or alongside a military space station or work shack. Over the several minutes it requires to complete, the raw material and high-tech components of the starship assemble themselves and fuse together expertly. The end result is a functioning starship of the caster's design. The caster must succeed at Craft (starship) and Craft (electronic) or other appropriate skill checks to successfully assemble the starship and its sub-systems.

This spell can also be used to perform drydock repairs of a damaged starship in zero gravity or micro-gravity. Doing so functions identically to creating a starship from scratch, requiring raw materials for repair and requiring 1 minute to cast per 1,000 gp in the repair cost or 10 minutes per Tier of the repaired starship.

STAR RANGING

School transmutation **Level** magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S, F (energy weapon to be enchanted)
Range touch
Duration one minute/level (D)
Saving Throw None (harmless, object) **Spell Resistance** No (harmless, object)
A simple touch places a glowing Proximite compu-glyph on the barrel of the ranged energy weapon that is the spell's focus. For the spell's duration, the touched weapon's range increment is increased by a factor of ten (x10) when fired in space or hard vacuum. For example, a Spacer's Blaster, which normally has a 50 ft range increment, would have a 500 ft range increment when fired in space.

If using ***SFRPG*** rules, these weapons increase their range to a minimum of two space-scale hexes.

STEAL ADVERTISEMENT

School conjuration (creation) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S. M (an advertisement of some kind, such as a flier, billboard, hologram display playing a commercial, ect)
Range medium (100 ft + 10 ft/level)
Duration 1 hour/level
Saving Throw FORT negates (object) **Spell Resistance** No
Want something but don't want to pay for it? Then cast this spell and anything being advertised on Corporation Command media is yours for the taking. When you cast this spell, you conjure a duplicate of any non-magical item being advertised within medium range of yourself, though doing so always spectacularly destroys the advertisement. Paper fliers and newsprint shred or burst into short-lived flames, billboards crack and fade, televisions and holo-bowls playing a commercial shatter and explode. Attended and magical objects receive a saving throw, but un-attended non-magical objects, such as a roadside billboard, do not.

When you cast this spell, you can conjure a single non-unique, non-magical object of up to size Huge that appears in the nearest open space to you, an example of which must be advertised within range. For instance, you could conjure a red Corvette from a billboard, or a small but pricy diamond ring advertised in a newspaper circular, or a Spacer's Blaster advertised on a holo bill board. Items requiring fuel, power or ammunition have a full loadout of each and functions as expected for an item of its type. For example, an advertised smartphone would have service and a random number, though no plan has been established.

This spell ends if the conjured item takes any damage, or runs out of fuel/power/ammunition, though it does not end if the item merely leaves your possession. Items conjured are typical examples of their type with average statistics.

STUNNING ORGASM

School evocation (Pleasure) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft/level)
Duration instant
Saving Throw WILL half (standard rules for Pleasure)
Spell Resistance Yes
A pulse of energy slippery red energy bursts from the caster's fingers and streaks toward the target. The target takes 1d6 points of Pleasure damage, and is considered *dazed* for a number of rounds equal to ½ the Pleasure damage inflicted (minimum 1 round).

STUNNING ORGASM, GREATER

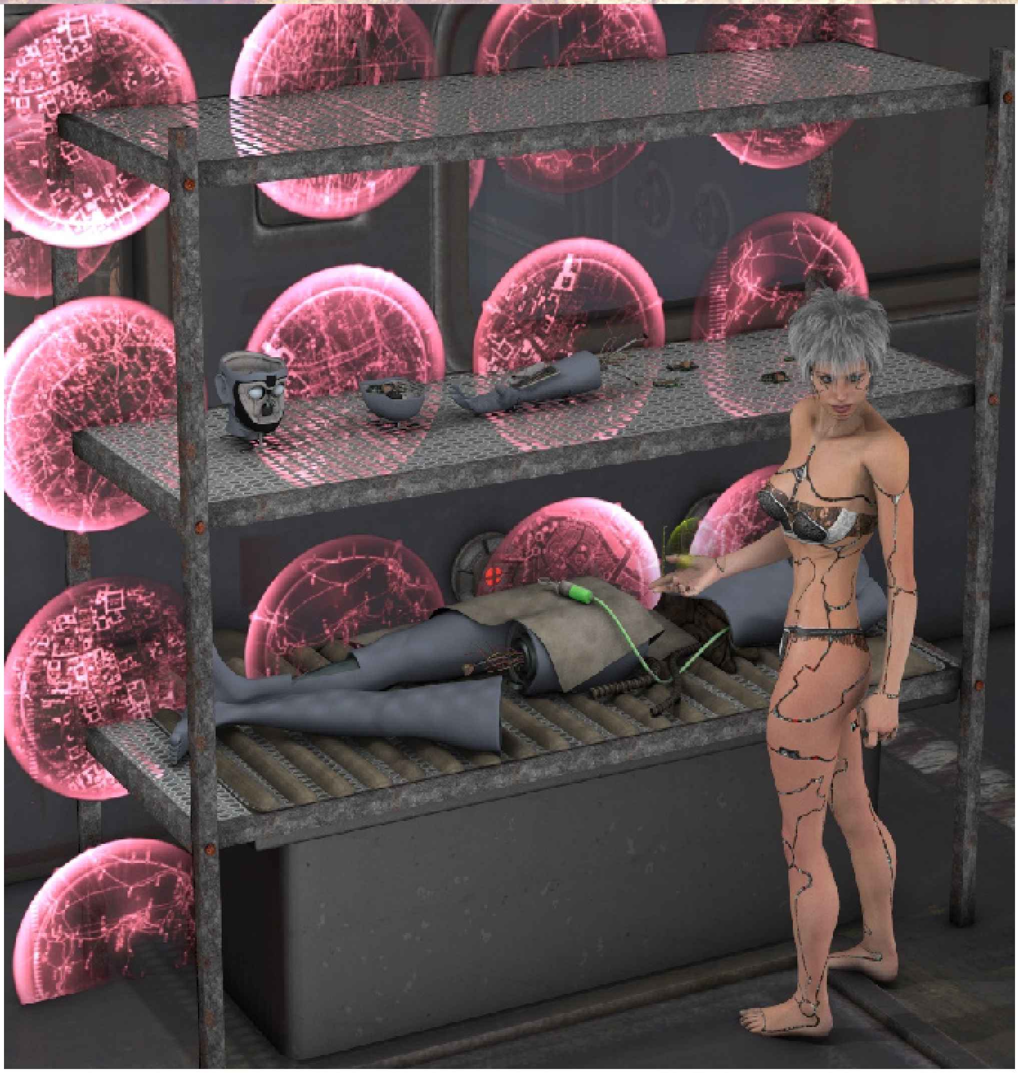
School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3

This spell functions similarly to *Stunning Orgasm*, save the target suffers 3d6 points of Pleasure damage, plus +1d6 points of additional non-lethal Pleasure damage per two caster levels.

STUNNING ORGASM, MASS

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3

This spell functions as *Stunning Orgasm*, save that it affects one target/level, no two of which can be more than 30 ft away from each other.



SUBMERSIBLE VEHICLE

School transmutation **Level** sorc/wiz 6

Casting Time one standard action

Components V, S, M (waterproof tar smeared on the vehicle's tires or windows)

Range touch

Duration 10 minutes / level

Saving Throw None (object) **Spell Resistance** No (object)

This spell functions as *Amphibious Vehicle*, except it allow allows the enchanted vehicle to submerge itself and travel underwater. The enchanted vehicle can safely descend to a depth of up to 500 ft plus 100 ft per caster level. The spell provides clean, breathable air to the vehicle's occupants. Opening the vehicle in any way, including opening windows, immediately ends the spell, which could prove instantly fatal if the vehicle is deeply submerged.

If the spell's duration ends while the vehicle is still submerged, the vehicle ascends to the surface at a slow enough rate not to risk decompression sickness by the occupants. The vehicle then begins to sink again, at the normal rate for a vehicle of its type.

SUMMON EROBOT'S PARTS SHELF

School conjuration (summoning) **Level** alchemist 1, sorc/wiz 1, summoner 1

Casting Time 1 standard action

Components V, S, Racial (caster must be an Erobot or other robot)

Range touch

Duration 1 minute / level

Saving Throw None **Spell Resistance** Not applicable

This spell summons an Erobot's particular 'parts shelf'- their collection of modular components and replaceable parts. The parts shelf and associated components appear in the nearest adjacent open square to the Erobot. Parts removed from the parts shelf remain at the end of the spell's duration; otherwise the part shelf and any unremoved components return to their original location when the spell ends. This spell will function regardless of the distance between the caster and the parts shelf, so long as both are on the same plane.

SUMMON BATTLE TURRET

School conjuration (creation) **Level** magus 4, sorc/wiz 4

Casting Time one standard action

Components V, S, M (the energy clip of a military energy rifle)

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw none **Spell Resistance** no

You conjure a futuristic, mounted turret that fires powerful, long-range laser bolts. A battle turret is a heavy, double-barreled laser blaster mounted on a swiveling, gimballed turret that mounts securely to a solid surface somewhere within the spell's range. The battle turret cannot be moved from the place it is conjured for the spell's duration, if forcibly removed from its mountings, the battle turret disappears in a flash of golden light.

The battle turret functions as a magical weapon, and gains a +1 enhancement bonus per four caster levels (to a maximum of a +5 weapon at CL 20th). The battle turret has infinite ammunition for the spell's duration.

Damage	Critical	Range Increment	ROF
3d10 force	20/x2	1,000 ft	Single Shot

SUMMON FIREARM

School conjuration (teleportation) **Level** magus 1, sorc/wiz 1, summoner 1
Casting Time 1 standard action
Components V, S
Range persona
Duration instant
Saving Throw None **Spell Resistance** No
You summon any firearm or energy weapon, operable with the Personal Firearms Proficiency feat, from your dwelling or storage location into your empty, outstretched hand. The distance between you and your stored firearm is irrelevant, so long as you are both on the same planet and plane.

SURF THE NEBULA

School transmutation **Level** cleric 8, sorc/wiz 8
Casting Time 1 standard action
Components V, S, M (a rare purple crystal found only in asteroids, worth 500 gp/ DC 15)
Range personal
Duration one hour/ level (D)
Saving Throw None **Spell Resistance** No
This spell warps space time around you, covering your body in a silvery hyper-spatial gel that both allows you to survive in deep space and travel with cosmic swiftness.

While Surfing the Nebula, you become immune to Cold, Heat, and radiation and hard vacuum. The silvery gel covering your skin provides a +8 natural armor bonus to AC. This glistening gel deflects cones, lines, rays and magic missile spells, rendering the caster immune to such effects. There is a 30% change a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

At any time while Surfing the Nebula, you can summon your board as a move equivalent action. This elongated ovoid is made of the same silvery gel that covers your body, and while mounted on it, Surf the Nebula allows you to fly at a speed of 300 ft (perfect) in an atmosphere, or at 5,000 ft tactical speed in space. You can travel at FTL speeds, covering 1d6 light years distance per hour of travel in space. You cannot fall or be knocked from this silver board, and if it is dispelled, you can easily summon another.

Surf the Nebula can be made **permanent** by a 20th level caster, and requires at least 50,000 gp/ DC 31 in rare crystals and mystical chemicals.

SYSTEM SCAN

School divination **Level** sorc/wiz 9
Range 10 AU radius
This spell functions much like *deep scan*, save that it provides information about all starships traveling within a 10 AU radius, which allows the system scan to cover a huge percentage of any given solar system with a single casting. You learn the positions of all starships within the scan's range, as well as detailed information about each.

TECHNO-ALLERGY

School necromancy **Level** druid 4
Casting Time one standard action
Components V, S, DF
Range close (25 ft plus 5 ft / 2 levels)
Duration one day
Saving Throw WILL negates **Spell Resistance** Yes
This spell inflicts a near lethal allergy to the modern world on a single target, making it an ideal weapon for modern druids. If the target fails her save, the armor check penalty and arcane failure chance of any armor, except for purely natural forms of armor, such as leather or hide, is doubled. For the spells duration, any time the victim merely touches metal, plastic or other processed substances, she suffers 1d4 points of acid damage.
Characters with cybernetic implants are considered *sickened* for the duration of the spell, in addition to other effects. Cyborgs do not suffer ongoing acid damage from the presence of implanted metal or plastic devices.

TECHNO-ALLERGY, GREATER

School necromancy **Level** druid 6
This spell functions like Techno-Allergy save that armor check penalties and arcane spell failure chance are tripled. The touch of unnatural substances inflict 2d6 points of acid damage, and cyborgs are considered *nauseated* while under the effects of this spell.

TECHNO-ALLERGY, MASS

School necromancy **Level** druid 7
This spell functions identically to Techno-Allergy, save that it can affect up to one creature per caster level, no two of which can be more than 5 ft apart.

TECHNOLOGICAL SINGULARITY

School enchantment (mind-affecting) **Level** sorc/wiz 10
Casting Time one hour
Components V, S, F (a fully self aware AI that participates in the ritual willingly)
Range planetary
Duration instant
Saving Throw None **Spell Resistance** No
What *uplift* does for a species soul, technological singularity does for its technology. When this spell is cast, it sparks a technological revolution on the target planet. Within the year, revolutionary new technology begins appearing, spurring technological and unchecked social progress. The Progress Level of the culture increases by +1, though it may take time for particular devices to come into common use.

From the first seconds after the technological singularity occurs, the most skilled inventors and crafts people on the planet acquire the knowledge to build devices from the next highest progress level, though a period of trail and error and labor is required before these devices become reality. Player characters can begin inventing new devices from the higher PL at no penalty.

This spell grants the population of the target comfort and familiarity with the new devices that will be coming soon. This spell provides the sentient population of the world with a feat chosen from the following list:

- Educated
- Gearhead
- Skill Focus (Knowledge: technology or Knowledge: popular culture)
- Aircraft Operations
- Vehicle Expert
- Surface Vehicle Operations
- Personal Firearms Proficiency

A planet can only benefit from technological singularity once in its existence.

TEMPORARY DECAPITATION

School transmutation (chaos) **Level** witch 2
Casting Time one standard action
Components V, S, M (photos or data prints from a snuff vid wher the victim is decapitated, worth 20 gp/DC 4)
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No
When the witch touches a willing subject, their head falls free of their body in a spectacular geyser of blood. However, the decapitation causes no real harm!

For the duration of the spell, the recipient's body is headless. The body can move and act normally, though it is considered *blind, deaf* and cannot speak or make vocal noises unless the head is within 5 ft. For the duration of the spell, the body becomes immune to the *vorpal* weapons quality, as well as suffocation, drowning or ingested poisons. The body can cast spells with somatic and material components normally, even if the head is not present.

The head can use its senses normally, and can speak normally. The head can cast spells with purely verbal components, but cannot move from its position. Subject to limitations above, body and head can act normally, and are considered one character for purposes of spells, effects and actions per round.

During the spell's duration, the head and body can be separated by any distance, so long as both remain on the same plane. If one component moves to a different plane, the spell ends. Regardless of the distance between them, at the end of the spell's duration, the head disappears and reappears attached to the body.

THERAPEUTIC CLONING

School conjuration (creation, healing) **Level** alchemist 3, cleric 3
Casting Time 10 minutes
Components V, S, M (blood or genetic material from the donor)
Range touch
Duration instant, than 10 minutes
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell perfectly replicates the tissues of the touched donor, custom growing a perfect genetic duplicate of a chosen appendage (such as an arm or finger) or any internal organ other than the central nervous system of a living creature. Once created, the conjured cloned organ floats in a glowing nimbus of light for roughly ten minutes or until removed from the glowing nimbus. During this time it functions as if alive – a cloned heart will beat, for example. After this time, the organ begins to decay normally, unless preserved by other means.

The cloned organ can be transplanted to the donor without any possibility of rejection, or to a genetically close relative, such as a child or parent with minimal possibility of rejection.

THIN THE ATMOSPHERE

School transmutation **Level** druid 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a pinch of dust or rocks from an airless planet/asteroid)
Range long (400 ft + 40 ft/level)
Effect a 60 ft +5 ft/level diameter sphere
Duration one round
Saving Throw FORT partial (see text)
Spell Resistance No
When this spell is cast, a huge wound is ripped in the living atmospheric envelope of a world. Oxygen is scooped out of the target area, leaving a spire of intense white clouds above the zone that takes hours to dissipate. This thin atmospheric zone lasts for one round, creating the following effects.

- All creatures that require an atmosphere to function must succeed at a FORT Save or become *fatigued* for one minute; already *fatigued* targets become *exhausted* instead.

- Flying creatures must succeed at a DC 20 Fly check or fall from the sky at their normal flight speed for one round, possibly taking damage.

- Physical ranged weapon attacks, such as arrows or gunshots, suffer a -20 penalty within this zone.

- Fires immediately end within the zone. Spells or effects that create fire function normally, but have a duration of instant and cannot ignite combustible materials. Internal combustion engines of any kind cease functioning in the zone.

- Airborne toxins, poisons and pollution (including magic like *cloud kill*) fall out of the air as dust and collect at the ground, immediately ending the effect.

- Any weather controlling spells, psionic or supernatural effects active on the zone must succeed at an opposed caster level/manifester level check to continue functioning or cease immediately.

TIT SHOW

School transmutation **Level** bard 0, cleric 0, sorc/wiz 0
Casting Time 1 swift action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
The caster slaps her armor, and all clothing, armor and assorted gear becomes completely translucent, like glass with a perfect refractory index. For one round after this spell is cast, the armor or clothing gains the Near Nudity property. No other properties of her clothing or armor change.

TRANS-FURMATION

School transmutation **Level** alchemist 3, cleric 4, druid 4, witch 4
Casting Time one hour
Components V, S, M (silk twine and powdered opals worth at least 1,500 gp/DC 19)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This ritual allows an ordinary Humanoid or Monstrous Humanoid to become something other, turning smooth human skin into fur or feathers. As the ritual progresses, the spell's target is cocooned within the silk threads, and within this crystalis, arcane energies transform the recipient's body and soul. This ritual can only be used against a willing creature, who must actively participate in the ritual, thus it offers no saving throw.

The spell's recipient loses his or her original race, racial traits and ability score modifiers. The subject instead becomes an Anthro, rebuilt using the Fusona character creation system. The spell transforms the recipient into an Anthro creature with abilities and appearance somehow indicative of the recipient's original form and nature (such as a human with the Capricorn birth sign becoming a goat Anthro, a dog Anthro's fur and eye color reflecting their former human appearance, or a brutal killer becoming a savage wolf Anthro). The new form becomes the subject's true form.

TRANSMETALIZATION

School abjuration **Level** alchemist 2, cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration 1 minute/level (D)

Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
The touched Battlechanger's hull becomes a superdense metal that sparkles brightly in the light. For the spell's duration, the Battlechanger becomes immune to Ballistic damage and Force damage. This spell has no effect if cast upon non-metallic creatures, though it can affect metallic creatures beyond Battlechangers.

TRANSMETALIZATION, MASS

School abjuration **Level** alchemist 5, cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Transmetalization*, save that it affects one Battlechanger per level, no two of which may be more than 30 ft apart.

TRAVELER'S PASSPORT

School conjuration (teleportation) **Level** bard 6, sorc/wiz 6
Casting Time one minute
Components V, S, F (a stamped passport in your birth name)
Range personal / effectively unlimited
Duration instant
Saving Throw None **Spell Resistance** No
This spell allows the caster to arrive at any destination he has visited before with a single step, even if that destination be a continent….or even a world….away. This spell teleports to caster, her familiar and up to 50 lbs of additional gear to the customs or immigration check point of any country or region she has previously visited.

She merely touches an old stamped entry mark on her passport and visualizes her destination. In star-faring settings, this spell will function across intergalactic distances, so long as the caster has previously visited foreign planets or stations. The target destination must be on the same plane as the caster's current location.

TRAVELING BAND

School transmutation **Level** bard 3
Casting Time one minute
Components V, S, M (a glass bottle of cheap booze)
Range touch
Duration a single journey
Saving Throw None **Spell Resistance** No
This spell is a roadie's best fuckin' friend in the galaxy. By smashing a bottle of crappy hooch over the bow of a vehicle in a bastard christening, this spell increases the target vehicle's passenger capacity by 25%, its cargo capacity by 50%. This spell also increases the vehicle's non-tactical travel speed by 25%.

The effects of the spell last for a single journey, which must be unbroken. If the vehicle parks, lands or is powered down, the spell ends, regardless of the distance traveled.

TRIPGLOW

School illusion (figment) (mind affecting) **Level** alchemist 2, bard 2, witch 3
Casting Time 1 standard action
Components V, S, M (a Glow joint)
Range close (25 ft plus 5 ft / 2 levels)
Duration 1 round / level (D)
Saving Throw WILL negates **Spell Resistance** Yes
You purse your lips and blow out a gust of sweet smoke and trippy black light that dazzles and disorients your opponents. The spell's target is *blinded* for one round, and suffers one of the following effects, of your choosing on a failed save.

- Suffers a -1d6 penalty to Initiative for the spell's duration
- Suffers a -1d6 circumstance penalty on WILL Saves vs Illusions for the spell's duration
- Cannot spend attempt a WILL Save to halve Pleasure damage for the spell's duration
- Suffers a -1d6 penalty on WIS-keyed skill and ability checks for the spell's duration

TRIPLE FORM

School transmutation **Level** alchemist 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M (a Fuelon crystal worth 1,000 gp)
Range close (25 ft + 5 ft/level)
Duration 1 hour/level (D)

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
Your arcane energies reconfigure the recipient's transformation engine. For the spell's duration, the recipient may choose an additional alt-mode and use this new alt-mode at will, as if the recipient were a Triple- or Multi-changer.

TWEET

School illusion **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range unlimited
Duration instant
Saving Throw None **Spell Resistance** No
You send a text message of up to 128 characters (about a sentence or two) which appears
on the screen of any device capable of receiving such messages, including phones, PDAs, computers, implanted comms systems or even older devices like pagers.

If the device is turned on, the message appears instantly; if not the message appears as soon as the device is powered on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must either know the contact information for the device (phone number, ISP, email account name, ect) or have seen the specific device to send a message to it.

ULTIMATE ARMORY

School conjuration (creation) **Level** cleric 10, sorc/wiz 10
Casting Time ten minutes
Components V, S, special (caster must be a high ranking military officer, subjects must be a legitimate part of the caster's chain of command), F (uniforms worn by the spell's recipients)
Range long (400 ft + 40 ft/level)
Effect a massed military unit of up to 1,800 individual troops, none of which can be more than 10 ft away from the formation
Duration one round/level
Saving Throw WILL negates (harmless)
Spell Resistance yes (harmless)
This spell allows a military unit to bypass the realities of logistics entirely, and equip an entire regiment with cutting edge gear. The spell's verbal component is stunning military oratory, its focuses are the uniforms worn by the spell's many recipients.

When the spell is completed, all recipients are equipped with a set of *+1 mass production tactical body armor*, and equipped with a *+1 military plasma rifle of infinite ammunition*. Equipment vanishes if destroyed or removed from the recipient. Armor and weapons are standardized and functionally identical, with individual soldiers only identified by name plates, rank and unit insignia and other military decorations appropriate to the caster's branch of service.

Special: Any recipient who has at least 8 ranks in Heal is also equipped with a *masterwork first aid kit* and *masterwork surgical kit*, and their uniform includes elements and insignia identifying them as a military medic.

Similar Spells

An eighth level (non-epic) version of this spell instead summons a *+1 military ballistic vest* and *+1 M-16 rifle of infinite ammunition* for all recipients of the spell instead. This version of the spell has a duration of one minute/level. These spells otherwise function identically.

UNCROWNED KING'S COURAGE

School enchantment (mind affecting) **Level** bard 2, cleric 2, paladin 1
Casting Time one standard action
Components V, S, DF
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance No (harmless)
Priests of Elvis use this spell to imbue their followers and friends with some of the Uncrowned King's legendary style and courage. For the spell's duration, the recipient becomes immune to fear and non-magical disease and gains a +2 bonus on Perform (sing) checks.

UNDERBARREL OPTION

School transmutation **Level** magus 3
Casting Time one minute
Components V, S, M (gunoils and a cleaning kit worth 50 gp/DC 7)
Range touch
Duration instant
Saving Throw None (object, harmless)
Spell Resistance No (harmless)
This spell physically merges two guns or similar advanced weapons into a single, more versatile weapon with a flash of chrome light and the scent of burning metal. When this spell is cast, you physically merge two non-magical firearms or energy weapons.

The larger and heavier of the two weapons becomes the base of the combined weapon- the weapon adds half the weight of the smaller weapon. The other weapon is attached as an under-barrel modification. If the two weapons use the same ammunition type, they draw from the same ammo supply or power cell, otherwise they track ammunition separately. Changing between firing modes of the combined weapon is a swift action. This spell will not function if either weapon already has an underbarrel mount (such as an M-16 with mounted grenade launcher) or multiple firing modes (such as a Variable Weapon System).

UNDO EXTINCTION

School conjuration (summoning) **Level** druid 7, witch 8
Casting Time one hour
Components V, S, M (viable genetic sample of the species to be reconstructed)
Range touch
Duration permanent
Saving Throw None (harmless)
Spell Resistance No (harmless)
For many nature-witches, this spell is the pinnacle of their art, able to restore life to species long vanished. When this spell is complete, you restore an extinct species of non sentient Animal, Plant or Vermin to life. This spell can be cast anywhere on the planet; the magic places the reborn species within its original range or as close to it as possible, taking into account climactic and geographic changes. For instance if you're trying to resurrect a Jurassic sea creature native to now dried up seas in the central USA, the species will appear in the nearest body of water that could sustain it, possibly the Gulf of Mexico or Great Lakes depending on whether it is a salt or fresh water creature.

Your spell conjures a very small and still endangered breeding population of the extinct creature. A day after the spell is cast, the population is in the low teens or twenties; a month after the spell is cast, the breeding population has grown to about 500, all located within a fairly small geographic area. There is no guarantee the restored population will thrive, especially if its primary food source is also now extinct.

UNIVERSAL COUPON

School illusion (figment) **Level** bard 1, cleric 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (an advertising flyer or brochure for the business involved)
Range touch
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
This spell creates a single use mystic coupon that allows you to purchase anything, from anyone, at a significant discount. By presenting this universal coupon at the time the item or service is purchased, you reduce the cost by 20% (or reduce the Purchase DC by -2).

Due to lingering traces of this magic, a business or merchant who redeems one of these coupons gets paid… somehow. It is possible to determine the presence of mystical financial tampering with a DC 10 Spellcraft or DC 25 Profession (relevant business or accountant) check, and access to the business' financial records.

The clerical version of this spell is somewhat more limited, as items purchased must fall within the tenants of the cleric's faith. Thus, a pacifist cleric could not purchase weapons, a teetotal cleric could not purchase drugs or alcohol, nor could a Lifer cleric purchase the medical services of a Neo-Witch Midwife, for example.

UNIVERSAL GREETING

School divination **Level** bard 0, paladin 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range 30 ft burst
Duration instant
Saving Throw None **Spell Resistance** No
This spell is invaluable in first contact scenarios, and the words sound something like 'bow-weep-grannak-weep-niddybong'. Simply by varying intonation and pronunciation slightly, the caster can communicate any one of the following ideas, flawlessly, to any creature with an INT score of 3 or greater, that has any capacity for language at all. The listeners must be able to clearly see and hear the caster for this message to be communicated.
The three possible messages are:
"We/I come in peace."
"We/I want to trade with you."
"Surrender immediately or we/I will destroy you!"

UPLIFT

School transmutation **Level** sorc/wiz 10
Casting Time one hour
Components V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)
Range a single planet
Duration instant
Saving Throw None (harmless) **Spell Resistance** No
This spell can completely change the course of a species, spurring its evolution forward in a single instant. When this spell is complete, all creatures that are genetically related to the provided genome on a single planet are uplifted, effectively becoming a new, more intelligent species. The gamemaster decides whether hybrid species (for example Half-Elves if all Elves on a particular planet are the spell's target) are uplifted as well.

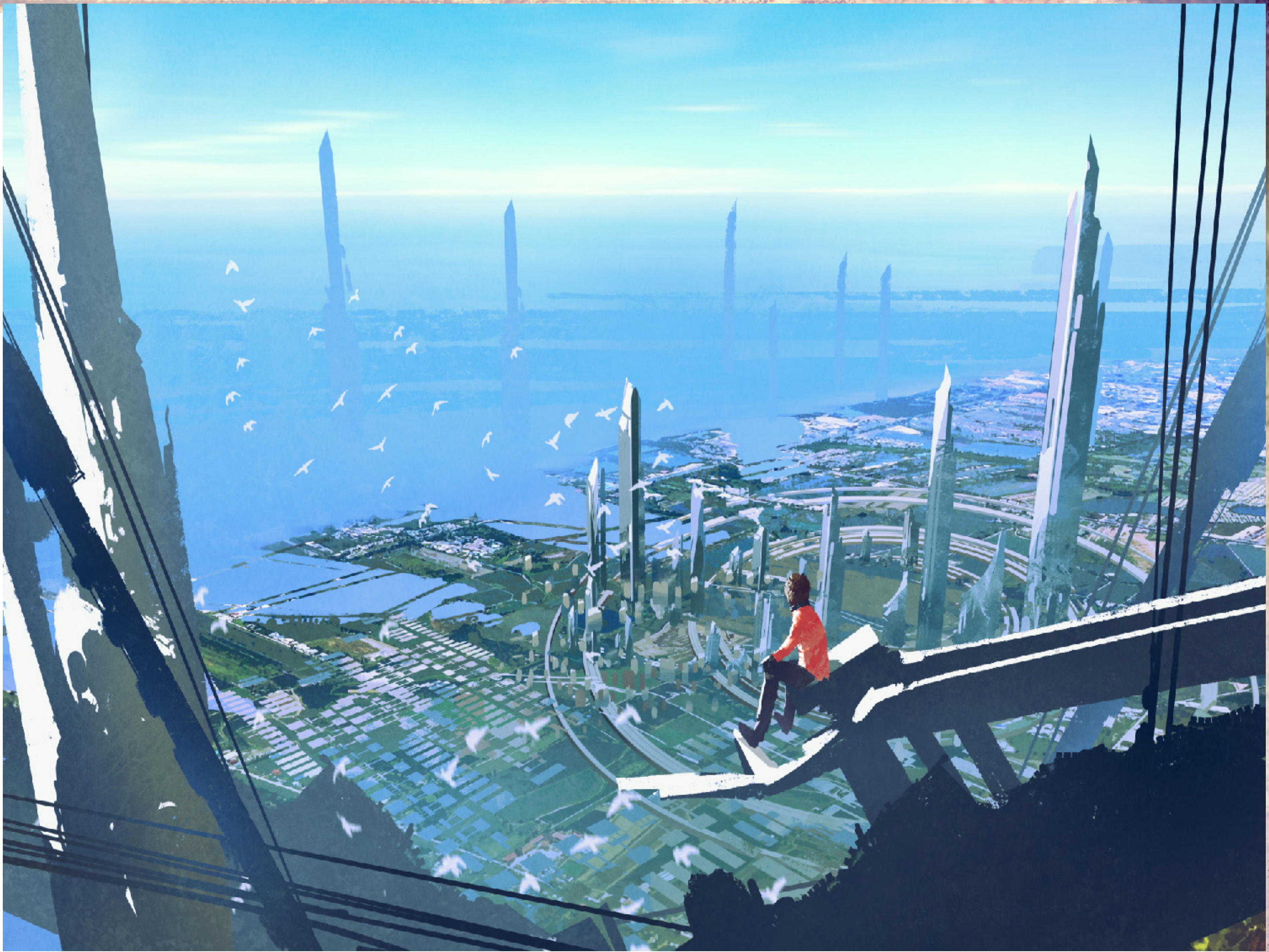
Uplift has no effect on already existing creatures- they are the last of the old breed. However, the genetic changes by uplift take effect immediately, and all children born to the uplifted species will display the changes, even those who were in utero when the spell was cast. The uplifted species is interfertile with its parent, but children born are always uplifted examples of the species.

Uplifted creatures gain a +2 racial bonus to INT and a +1 racial bonus to any other ability score of choice, which stacks with existing ability score modifiers, if any. Uplifted creatures gain the Naturally Psionic and Psionic Aptitude racial qualities.

A species may only be uplifted once during its existence.

URBANA EX NIHLO

School conjuration (creation, law) **Level** cleric 10
Casting Time 12 hours
Components V, S, DF, F (a massive religious icon at least 100 ft tall made from precious and dense exotic alloys, worth at least 10 million gp/Purchase DC 50)
Range creates a city with a radius of 10 miles + 1 mile per caster level, centered on the religious icon
Duration instant
Saving Throw No (object) **Spell Resistance** No (object)
The Imperial Church of the Galaxy sometimes uses this expensive and closely guarded miracle to instantly transform unsettled land into a gleaming metropolis of gold and silver alloys and advanced fiber optics. Casting this spell requires a 12 hour ritual, lead by the casting Cleric



and centered on the massive religious icon that serves as the spell's focus. When the ritual is complete, a wave of golden plasma erupts from the religious icon, washing over the landscape to transform the area into a functioning but uninhabited city, ready for use and inhabitation.

The spell overrides any structures smaller than a large metropolis when the spell is cast, destroying them completely and leaving no trace. Those within the spells area of effect find themselves shunted to the nearest open space when the spell is complete, a little shaken up, but otherwise unharmed. The city conforms to the terrain features of the area where the spell is cast, for example forming bridges over rivers. The spell's caster can shape the landscape to a limited degree, similar to what could be done in about a year of effort by a modern construction crew, for example, flattening out a hill side for better building, or damming a river.

The created city has the features and basic layout desired by the caster, and includes all expected modern infrastructure, such as an electrical power grid, sewage and potable water systems, communications networks, public transport, and so forth. The architectural style of the new city is gothic and baroque. Most buildings are sheathed in thin layers of the same precious metal as the religious icon that is the spell's focus. Religious artwork and holy symbols of the caster's faith are everywhere in the city. The city is comprised of hundreds of thousands of individual buildings, including office towers, private homes, and specialized buildings like hospitals, jails and police stations, all ready for immediate use, though completely unfurnished.

The religious icon becomes the center of the newly created city. An area ½ a mile in diameter around this massive statue is permanently affected as by a *Bless* spell cast by the spell's caster.

VALENCE BLADE

School evocation (electricity, force)
Level magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/ level (D – see text)
Saving Throw None **Spell Resistance** No

This potent combat spell creates a two meter long blade of crackling electricity that that envelops the caster's entire arm and terminates in a razorsharp triangular point. The Valence Blade does not prevent spell casting, as the blade is mostly non physical.

A strike with the Valence Blade inflicts 2d6 + INT or CHA modifier points of damage on a successful strike (crit 20/x3). The damage is Electrical if the damage total is even or Force damage if the damage total is odd.

At any time while wielding the Valance Blade the caster can make a *Valance Strike*; this is resolved as an incorporeal melee touch attack. The caster must decide to make this strike before rolling to attack; making a *Valence Strike* immediately ends the spell.

VIBRATING BED

School transmutation **Level** alchemist 1, bard 0
Casting Time one standard action
Components V, S
Range touch
Duration one hour
Saving Throw None **Spell Resistance** No

Your touch makes a single bed (or other large, comfy piece of furniture, like a futon or sofa) start to hum faintly and vibrate pleasantly. For the duration of the spell, the vibrations provide a +1d4 bonus on Perform (sexual) checks made on the bed.

VIEW DATASPHERE

School divination (electricity) **Level** bard 4
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw WILL negates (see text)
Spell Resistance Yes

This powerful, bleeding edge divination spell allows you to view a person's electronic life as easily as you view the flesh and blood personage. For the spell's duration, you perceive phantasmal, holographic data windows opening around all creatures with an electronic presence. The longer you view a particular creature the more information is provided.

- ***1st Round:*** You see readily available and publicly shared electronic data about the creature, such as blogs, social media pages, news reports and public records stored electronically.
- ***2nd round:*** You see more personal information about the creature stored electronically, such as tax and employment records, real estate records, ect.
- ***3rd round:*** You see highly secured information about the creature, stored electronically, such as electronic banking records, ect.
- ***4th and later rounds:*** You see electronically data that is very high security or highly secret about the creature, such as classified military documents, a hidden online cache of child porn or other information that closely held.

This spell normally affects intelligent humanoids, but might affect non-intelligent creatures with a significantly online intelligence presence. For instance, you might learn significant information about a champion racehorse, it's bloodline, breeding records and ownership data, if a plethora of data is available about the creature online. Conversely, creatures with no information stored about them online, such as an alien from a primitive, previously un-contacted world, are immune to this spell.

Creatures who successfully save against this spell provide no information and are immune to future castings by you for 24 hours.

VISUAL FEAST

School conjuration (healing) **Level** bard 2
Casting Time one standard action
Components V, S, M (photographs, drawings or other visual representations of delicious foods, such as pictures cut from a magazine or newspaper)
Range personal
Duration 24 hours (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)

This spell allows you to savor a meal, and even draw nutrition, from simply watching others eat and drink. You become immune to hunger and thirst for the spell's duration, as long as you view other creatures eating and drinking at least enough to satisfy a creature of your size.

WARCLAW

School transmutation **Level** druid 7
Casting Time 1 swift action
Components V, S
Range personal
Duration 1 round/level (D)

Casting *warclaw* wraps your existing natural weapons in iridescent wisps of starry black energy, and your talons extend several inches, terminating in nearly monomolecular edges.

Warclaw gives your existing natural weapons a +3 enhancement bonus to attack and damage plus the following special magic weapon qualities for the spell's duration: *bane* (of the caster's choice), *cunning, furious, keen* and *wounding*. While *warclaw* is in effect, you also gain the benefit of the *rage spell.*

If you do not have natural weapons, this spell simply fails.

WAR HEAD MACHINE

School transmutation (lawful) **Level** magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (TV Head)
Range personal
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
All of a sudden, an entire battalion's worth of guns, missiles and grenade launchers fold out of your television set head and snap into place. Now you're ready to rock!

When you cast this spell, several futuristic weapons grow out of your television head. You gain a new attack form for the spell's duration, a ranged attack that inflicts 2d8 + casting modifier points of damage, 20/x3, 50 ft range increment. With each attack made, you can choose to inflict any of the following damage types: Ballistic, Electrical, Fire, Force or Pleasure. This head-mounted weapons array gains a +1 enchantment bonus on attack and damage rolls per each five levels beyond 5th.

You may also discharge this spell as an attack action, which allows you to make a single ranged attack at your highest base attack bonus against a number of targets within 50 ft equal to your casting modifier. You choose the energy type inflicted with each attack. Doing so immediately ends this spell.

WARP ENVELOPE

School conjuration (teleportation) **Level** cleric 5, sor/wiz 5
Casting Time 1 minute
Components V, S, F (a spaceworthy vessel)
Range touch
Duration see text
Saving Throw None **Spell Resistance** No (Harmless)
When this spell is cast, a semi-tangible bubble of sparkling, grey irreality encloses a single spacecraft of up to size Colossal. The vessel and all within are pulled out of material reality, into hyperspace. When this spell is cast, the spellcaster specifies a particular destination, which must be known to him, and must succeed at a Knowledge (physical sciences) check to plot a course through hyperspace to the destination. The base check is DC 10 + 1 per ten light years traveled.

The spaceship remains within the Warp Envelope for the duration of the journey and cannot emerge from hyperspace until it reaches the designated point in the destination system. While in the Warp Envelope, the spacecraft cannot communicate with the outside universe by technological means and is considered to be on another plane for determining the effects of magical communication.
The Warp Envelope's speed is subject to game master adjudication, but is typically 25% faster than a top of the line spacecraft equipped with whatever *faster than light* drive common to the setting.

WEAPONS UPGRADE

School transmutation **Level** sorc/wiz 4, magus 3
Casting Time one standard action
Components V, S, M (gun oils and cleaning products worth at least 50 gp/ DC 7), spellcaster must have at least one rank in Knowledge (technology) or Craft (mechanical)
Range touch
Duration instant
Saving Throw FORT Negates (object)
Spell Resistance No (object)
This spell instantly transforms a modern weapon (firearm, energy weapon, or other advanced weapon, but not primitive weapons like bows or crossbows) into a superior model, with superior balance and advanced features. The weapon gains the Masterwork quality; if the weapon has a *semi-automatic* rate of fire, it also gains a *fully automatic* rate of fire.
If the touched weapon is already Masterwork quality, or has magical or psionic augmentation already, the spell simply fails.

WEATHERING

School transmutation (chaos) **Level** druid 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V,S,M (a drop of vinegar)
Range object touched
Duration instant
Saving Throw FORT Negates (object)
Spell Resistance Yes
With a touch, the spell caster ages a single non-magical, unattended object of up to size Large. In a few seconds, the object ages as much as it would in about a year of ordinary service. Leather cracks and soften; paper and parchment sunbleaches, metal tarnishes. This spell is often use by wizard-spies to perfect a disguise, or forgers to add extra authenticity to a project.

WITHOUT MACHINES

School abjuration **Level** druid 9
Casting Time one standard action
Components V, S, DF, M (at least 50 lbs of preserved wreckage from a machine destroyed by the *Petrophage* spell)
Range 1 mile + ½ mile per level radius, centered on the caster
Duration instant
Saving Throw FORT negates (see text - object)
Spell Resistance Yes
The druid unleashes an animalistic roar, and from her screaming mouth, a wave of viridian energy rushes out destroying any and all works of high technology. This spell functions identically to *Petrophage* save that it affects a dramatically larger area and affects additional substances. *Without Machines* destroys or damages any technology higher than PL 4 (roughly age of steam technology) regardless of its material composition. This means the spell will affect automatic pistols, even metal ones, though it will not affect black powder rifles. Likewise, it would affect mechanical 'babbage machine' difference engines as well as modern or futuristic computers, but not wooden abacuses or more primitive adding machines.

Living machines within the spell's area of effect (Constructs, Battlechangers, Star Droids, Erobots, cyborgs and other robots) must succeed at a FORT Save or be destroyed instantly; even if the living machines save they suffer 20d6 points of damage, which may be enough to destroy them any way.

WORK AROUND

School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This spell transforms a jury-rigged repair into a permanent repair, provided the spell is applied before the jury-rigging's useful life expires. See the Craft skill description for descriptions of how jury-rigging functions.

WORKSHACK

School conjuration (creation) **Level** sorc/wiz 9
Casting Time one standard action
Components V, S, F (digital or print copies of a blue print of the station to be assembled worth 5,000 gp/DC 23)
Range workshack is created within a few hundred meters of the caster
Duration 1 day/level (D)
Saving Throw None **Spell Resistance** No
Stations smaller than 200 meters in diameter are referred to as 'workshacks' by spacers. High orbit around a planet or moon is crowded with workshacks operated by orbital control officers, ship-wrights, mechanics, EVA and rescue crews, debris collectors and other spacers.

This spell creates a small space spherical or toroid space station 100 meters in diameter plus 10 meters/ two levels (max 200 meters). The space station is about 15-20 meters high at its thickest/tallest point and thinner at the edges. The space station includes full life support, communication, living quarters, facilities, airlocks and docking ports typical of a station of its type. It includes enough consumables (food supplies, potable water, atmosphere mix) for 10 + caster level Medium sized, basically humanoid inhabitants for the spell's duration.

The workshack has labs and facilities aboard that provide a +4 equipment bonus on one specific Craft skill of choice, chosen when the spell is cast. Alternatively, the workshack can be a medical facility, in which case the +4 equipment bonus applies to Heal checks.

WORLD OF ORIGIN

School divination **Level** bard 0, cleric 0, druid 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
Merely by touching a creature, you are instantly aware of that creature's birth planet, as that planet is known in your culture. If the creature was born on a starship or orbiting station, you are aware of the planet of the ship or station's construction or registration. If the touched creature hails from an unknown or uncharted world, you are aware of that world's approximate position, but that is all.

YUPPIE WORKOUT

School transmutation **Level** alchemist 1, bard 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None (see text) **Spell Resistance** Yes
This spell is very popular among the multiverse's wealthiest business-critters. A simple touch provides all the physical and metabolic benefits of about 2-3 hours worth of intense physical exercise… without the tedium or scheduling difficulties of an actual gym visit. This spell leaves the recipient *fatigued* for 20 minutes, a bit sweaty and ravenously hungry. Yuppie Workout has no saving throw, as it will not work on unwilling recipients.

WONDROUS ITEMS AND JEWELRY

AERODYNE DISK

Aura strong transmutation **CL** 9th
Slot feet **Price** 60,000 gp (DC 32) **Weight** 5 lbs
A powerful occult-tech turbine powers this sleek, teardrop shaped flying wing. Quick release buckles, resembling the snap system on a high-end snowboard allow the rider to strap himself securely to the Aerodyne Disk, or unstrap, as a move-equivalent action.

While strapped into the Aerodyne Disk, the character gains a Flight speed of 120 ft (average), and gains a +10 competence bonus on Fly checks. However, the character loses access to all other movement modes while strapped in.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 30,000 gp (DC 30)

ALL-AMERICAN THIGH HIGHS

Aura faint enchantment **CL** 5th
Slot feet **Price** 30,000 gp (DC 30) **Weight** negligible
These red, white and blue, star-spangled mesh stockings have a different assortment or rips and tears every single time they're donned. They can make even the most average ass in the galaxy look spectacular.

While wearing All-American Thigh Highs, the character gains *Super Kawaii* as a bonus feat.

Special: Only characters with the Human subtype, who were born in the United States of America or an American-flagged starship or colony, can benefit from wearing All-American Thigh Highs.

Construction
Requirements Craft Wondrous Items, *charm monster,* creator must be an American citizen with the Human subtype
Cost 15,000 gp (DC 27)

ANATOMICAL PORTRAIT

Aura moderate enchantment **CL** 10th
Slot none **Price** 18,000 gp (DC 28) **Weight** negligible
To give an allied spellcaster an Anatomical Portrait is perhaps the most tangible act of trust an Anthro can perform. Anthros are a proud and vain people, with a strong artistic tradition. An Anatomical Portrait is a masterfully executed triptych portrait, depicting a particular Anthro in the nude, with frontal, dorsal and profile views. On low-tech worlds, these intensely intimate, framed portraits are executed in oils and watercolor, while they are produced with advanced graphics software and laser-printed on more modern planets.

All Anatomical Portraits must incorporate small bits of the blood of the Anthro they depict in the creation process. Once created, an Anatomical Portrait is linked to that specific Anthro. While touching the Anatomical Portrait, any spellcaster can target the illustrated Anthro with any spell with a range of touch or longer regardless of the distance between the caster and the Anthro, as long as both creatures are on the same plane. The caster does not need line of sight or effect to the illustrated Anthro as long as the Anatomical Portrait is in hand.

Special: Only an Anthro can be the subject of an Anatomical Portrait.

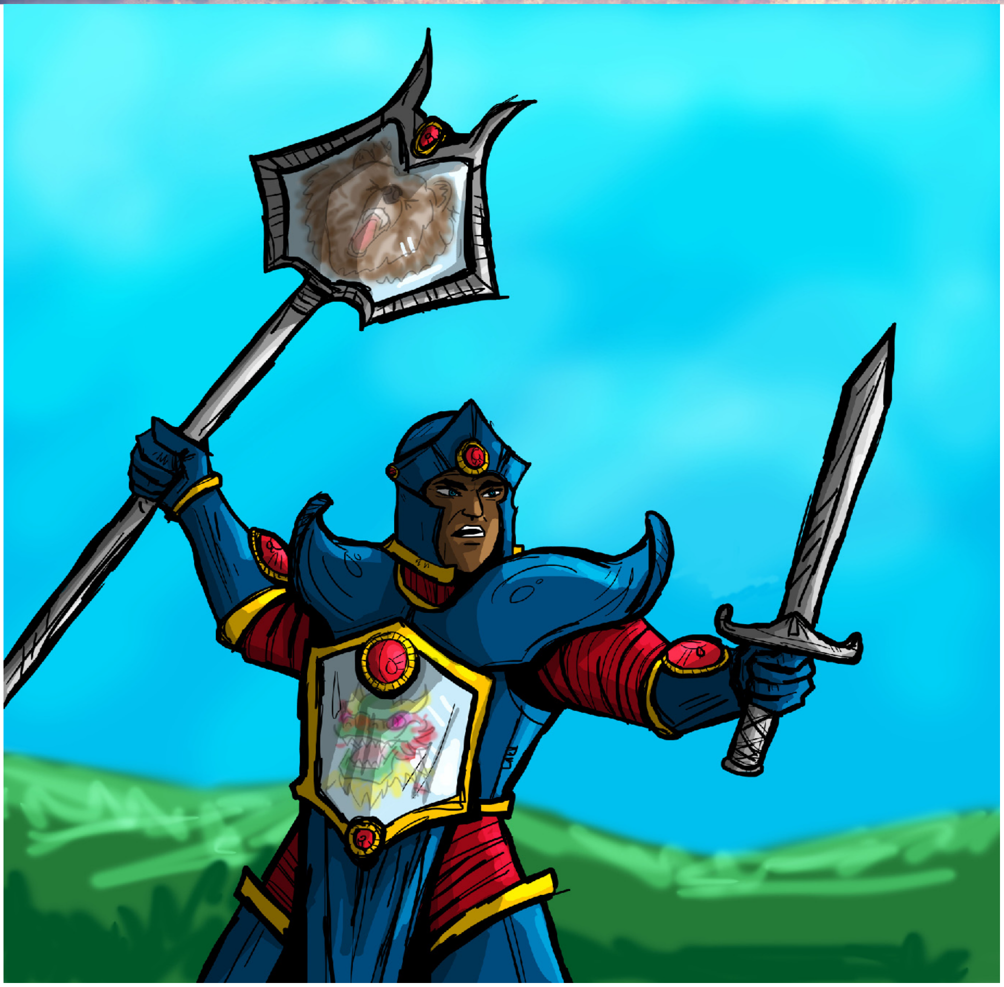
Construction
Requirements Scribe Scroll, creator must possess 5 ranks in Craft (visual arts) and be an Anthro
Cost 9,000 gp (DC 25)

ANTHRO ADAPTIVES

Aura faint or moderate transmutation
CL 5th (lesser) 10th (greater)
Slot varies **Price** 6,000 gp (DC 24) lesser;
12,000 gp (DC 26) greater
Weight varies from negligible to 2-3 lbs depending on style
Spellcasters know many ways to grant ordinary humanoids the diverse powers of the animal kingdom: from enchanted bear pelts worn as cloaks to fox-paw leather gloves to cartoon animal knit caps and colorful pony tails designed to be clipped onto a belt. All these items are categorized as "Anthro Adaptives".

Lesser Anthro Adaptives provide a single Gift of Nature to the wearer, chosen by the creator. Greater Anthro Adaptives provide two Gifts of Nature to their wearer, chosen by the creator. One gift can act as a prerequisite for the other. All Anthro Adaptives must be worn for at least four hours to attune to them before the wearer can gain access to their Gifts.

Anthro Adaptives come in a dizzying array of forms and technology levels, which occupy different body slots. (If worn Adaptives occupy different body slots and provide different powers, multiple Adaptives can be worn simultaneously.) Some examples of various Adaptives are described below:



Head or Face

A tanned wolf's pelt worn as a hood, a helm sculpted like an eagle's beak, a 'funny animal' knit cap, a ceremonial ceramic mask resembling a snarling animal's snout, a fearsome, animalistic samurai's *mempo,* a cheap rubber snout held on by a nylon string

Neck

A dried wolf's paw on a leather throng, a silver cloak clasp shaped like a tiger's face, an enchanted collar taken from a beloved childhood dog, the holy symbol of an Anthro deity, carved from elephant ivory

Torso or Shoulders

A bear's hide worn as a shirt or cloak, a jaguar-skin cape, a long cloak of woven feathers, a partial fur-suit top, a leather bomber jacket with an Anthro sigil on the back. On some worlds, themed "Ani-Packs" – bulky, high tech silver and grey backpacks – give their wearers animalistic gimmicks.

Hands or Wrists

A pair of thin leather gloves with artificial claws and paw pads, ornate golden or silver bracelets with animalistic motifs, a leather fetish with feathers and wolf-fur amid beadwork

Belt

A loincloth of tanned animal hide, a fake cat's tail in neon nylon, designed for ravers, leopard print panties, some of the weirder items from *Black Tokyo*

Construction

Requirements Craft Wondrous Items, *anthro adaptation* (lesser) or *greater anthro adaptation* (greater)

Cost 3,000 gp (DC 22) lesser; 6,000 gp (DC 24) greater

ANTHRO-SOUL STANDARD

Aura moderate transmutation **CL** 10th

Slot none **Price** 50,000 gp (DC 31) **Weight** 10-15 lbs

This heavy steel standard pole shares the same design and style as the *Anthro-Soul Plate.* Instead of a conventional banner, a huge steel frame supports an oval or rectangular enchanted mirror. This mirror, made of indestructible magical glass at least 2-3 ft in diameter is 'inhabited' by an illusory animal that paces, flies or swims within the glass and roars silently. The carvings running the length of the steel shaft resemble this animal in some way.

Up to twice per day, the wielder of the Anthro-Soul Standard can cast *mass anthro adaptation* from the standard. The benefit provided by this spell is chosen by the creator when the Standard is constructed, and once chosen cannot be changed. The benefit provided by the spell is always symbolic of the illusory animal within the mirror.

Special

If the Anthro-Soul Standard is wielded by a character also wearing Anthro-Soul Plate, the effect produced by the Standard functions as *anthro perfection* instead. As normal, the Gift (s) provided by the spell are static and unchanging, though this synergistic effect allows more or greater gifts than usual.

Construction

Requirements Craft Wondrous Items, *mass anthro adapation,* creator must be an Anthro

Cost 25,000 gp (DC 29)

ARCADE MAGICIAN

Aura strong universal **CL** 20th
Slot none **Price** 365,000 gp (DC 39) **Weight** 200-250 lbs

This colorful standup arcade cabinet plays one of several holographic arcade games, with simple holo-graphics and cabinet art that almost resembles the holographic figures (if you squint a little).

It requires 2d10 minutes and a 1 gp 'donation' to play the arcade magician, which is accomplished with a Computer Use check. Each Arcade Magician offers a top prize, a minor magic item which varies by game, and several 'lower ranked' prizes which are standard among all Arcade Magicians. A character can only benefit from playing an Arcade Magician once per week, and the Arcade Magician will only produce a Top Prize once per week.

A failed Computer Use check provides no benefit.

"Prizes" materialize in a replicator tray beneath the holo-display in a series of flashing lights and a flourish of MIDI tunes.

- DC 15: Electronics kit
- DC 18: Electronics kit (masterwork)
- DC 20: Palmtop computer
- DC 25: Space Suit emblazoned with the arcade game's logo
- DC 30: Advanced Space Suit emblazoned with the arcade game's logo
- DC 35: Advanced Space Suit emblazoned with the arcade game's logo plus *Top Prize*, which varies by machine, see below.

Arcade Magician Games and Top Prizes

- **Battle Lord:** 2D fighter game with lots of alien and robot gladiators.

Top Prize: 1d4 potions of *bull's strength*

- **Luvvv Mistress:** XXX rated puzzle/romance game.

Top Prize: a vial of liquid that provides the Busty Extreme feat for the first female humanoid who drinks it

- **Maser Mania:** fast paced shooter with a little blue space man.

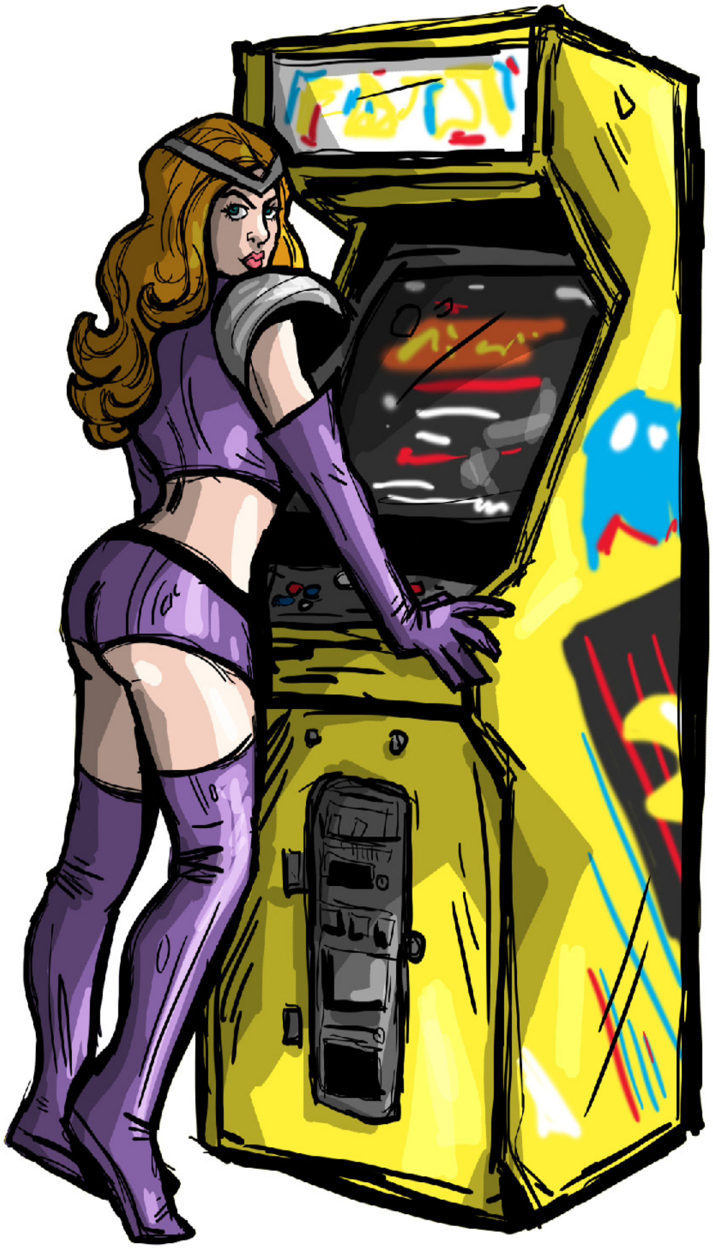
Top Prize: Ring of Improved Energy Resistance (force)

- **Rock Storm 4000:** heavy metal rhythm game.

Top Prize: 2d6 Concert Stickers

- **Rhythm Method:** sexy dance rhythm game popular with Pacificians

Top Prize: 2d4 potions of *musical warrior*



- **Spine Grynder:** gory combat game popular with Cosmic Satanists

Top Prize: Star Ganger's Cut

- **Warp Factor 11:** starship combat and race game.

Top Prize: either Star Trucker's Cap or Racing Gloves (player's choice)

Construction
Requirements Craft Wondrous Items, *wish*
Cost 182,500 gp (DC 36)

ARMOR ASSEMBLY FORGE

Aura strong conjuration **CL** 18th
Slot none **Price** 252,000 gp (DC 37) **Weight** architectural feature (12+ tons)
The Armor Assembly Forge is a massive mechanical fabrication unit that completely fills a cavernous, metallic chamber. Dozens of articulated arms and assembly tendrils spring to life when a designated user steps into a central dais within the Armor Assembly Forge, rapidly building a gleaming set of powered armor around the user.

Once per day, as a full round action, the Armor Assembly Forge can assemble a set of *Grade II Powered Armor* around the user. This armor has a Flight speed of 90 ft (average). The Grade II Powered Armor remains active for one hour after donning, or until the wearer dismisses the armor as a move action. The Armor Assembly Forge's creator sets the appearance of the conjured armor; each time the armor is conjured it appears with the same basic appearance.

Construction
Requirements Craft Wondrous Items, *greater call powered armor*
Cost 126,000 gp (DC 35)

DESIGN PHILOSOPHY: BALLCAPS

Backwards baseball caps were a staple of early 90s fashion and early 90s comics. I've designed Ballcaps as a low-level, relatively inexpensive magic item. Each Ballcap offers different properties depending on whether it is worn brim forward or brim backward, offering a little bit more flexibility than a standard magic item. Wearing a cap with the brim forward usually provides a skill boost, while wearing the cap brim backward offers a combat bonus.

BALLCAP, ARTISTIC EDGE

Aura faint transmutation **CL** 2nd
Slot head **Price** 1,800 gp (DC 20) **Weight** negligible
Usually these grey or dark blue caps have the logo of some indy comic book studio or anime production company on their face.

Worn brim forward, the Artistic Edge Ballcap provides the wearer with a +3 competence bonus on Craft (visual arts) checks. Worn brim backward, the Artistic Edge Ballcap increases the damage inflicted by any natural attack or melee weapon that inflicts slashing damage by one point.

Construction
Requirements Craft Wondrous Items, *keen edge*
Cost 900 gp (DC 17)

BALL CAP, BOOGIE

Aura faint conjuration **CL** 5th
Slot head **Price** 12,800 gp (DC 26) **Weight** negligible
This tattered and sweaty red ball cap usually bears the logo of some local high school sports team – almost never one with a rat or rodent mascot, usually something feral and dangerous like a bear or a big cat.

Worn brim forward, the Boogie Ball Cap provides a +4 competence bonus on Stealth and Survival checks made in underground terrain, or in sewers. Worn brim backward, the wearer can summon a *rat swarm* (B1) up to twice per day.

Construction
Requirements Craft Magic Arms and Armor, *summon nature's ally III*
Cost 6,400 gp (DC 24)

BALLCAP, SEX & VIOLENCE

Aura faint transmutation **CL** 3rd
Slot head **Price** 2,800 gp (DC 21) **Weight** negligible
Usually brightly colored, these ballcaps are emblazoned with the raunchy logo of some XXX film studio or world famous strip-club.
Worn brim forward, the Sex & Violence Ballcap provides the wearer with a +2 competence bonus on Perform (dance), Perform (sexual) and Profession (sex worker) checks. Worn brim backward, the Sex & Violence Ballcap provides the wearer with Dodge as a bonus feat.

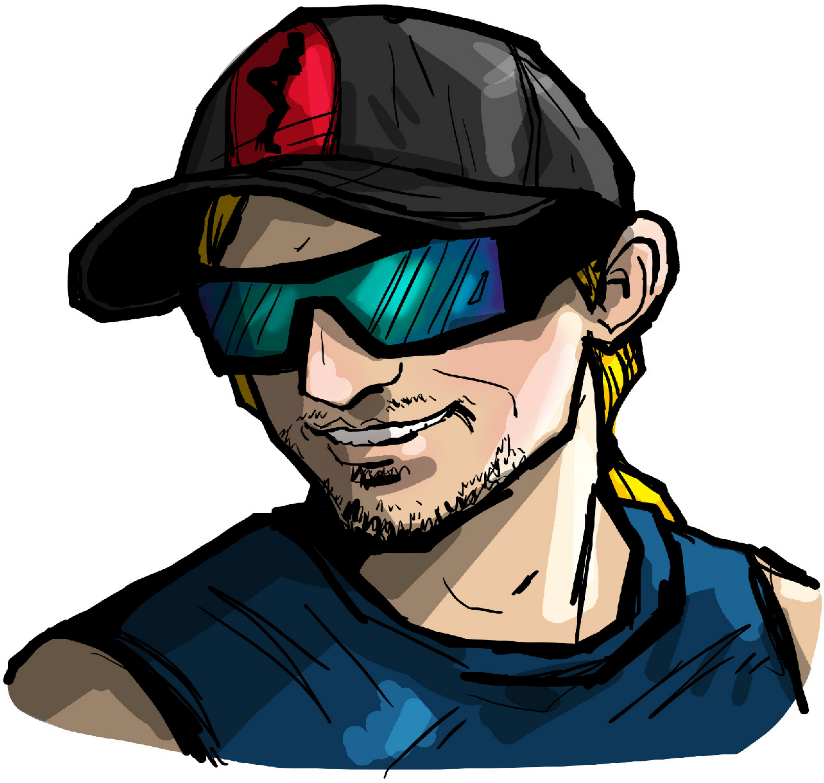
Construction
Requirements Craft Wondrous Items, *cat's grace* or *eagle's splendor*
Cost 1,400 gp (DC 19)

BALL CAP, SLASHER ROCK

Aura moderate transmutation **CL** 11th
Slot head **Price** 4,800 gp (DC 23) **Weight** negligible
This black or dark navy ball cap is splashed with the hard-edged, Gothic logo of some hard-grindin' hair metal band.

Worn brim forward, the Slasher Rock Ball Cap provides the wearer with a +4 competence bonus on any musical Perform checks. Worn brim backward, the Slasher Rock Ball Cap provides the wearer with Bleeding Critical as a bonus feat.

Construction
Requirements Craft Wondrous Items, *bleed, gallant inspiration, keen edge*
Cost 2,400 gp (DC 21)



BALLCAP,TACTICAL

Aura faint transmutation **CL** 3rd
Slot head **Price** 2,500 gp (DC 21) **Weight** negligible
These all black ballcaps usually have the logo of a particularly hard-assed SWAT unit, military fireteam or infamous bounty hunting agency on the brim.

Worn brim forward, the Tactical Ballcap provides the wearer with a +2 competence bonus on Intimidate and Knowledge (local) checks. Worn brim backward, the Tactical Ballcap provides the wearer with a +1 competence bonus on ranged attack rolls with one handed firearms and energy weapons.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 1,250 gp (DC 18)

BALLCAP, URBAN SHADOW

Aura faint psychometabolism **ML** 3rd
Slot head **Price** 3,000 gp (DC 22) **Weight** negligible
Urban Shadow Ballcaps are dingy, forgettable, dark colored baseball caps bearing the logo of some local business. Most of them are sweat stained and somewhat frayed at the brim.

When worn brim forward, the Urban Shadow Ballcap provides the wearer with a constant *everyman* effect, which cannot be augmented. Worn brim backward, the Urban Shadow Ballcap provides the wearer with Urban Tracking as a bonus feat.

Construction
Requirements Craft Wondrous Items, *everyman*
Cost 1,500 gp (DC 19)

BANDANA, ACTION

Aura faint conjuration **CL** 3rd
Slot headband **Price** 5,000 gp (DC 23) **Weight** negligible
This simple red cotton headband is stained by sweat and faded by long exposure to the jungle sun. The long trailing edges snap dramatically in the wind.

While wearing the Action Bandana, any bow or firearm wielded by the character is under the effects of an *infinite ammunition* spell. The Action Bandana does not affect energy weapons.

Construction
Requirements Craft Wondrous Items, *infinite ammunition*
Cost 2,500 gp (DC 21)

BANDANA, EXTREME

Aura faint transmutation **CL** 3rd
Slot headband **Price** 1,200 gp (DC 18) Torn, 1,800 gp (DC 20) Pristine **Weight** negligible
These brightly colored cloth ribbons come in almost every color of the rainbow. The better the quality of cloth, the more effective the magic is.

When donned, the Torn Extreme Bandana provides the wearer with Weapon Focus in a particular weapon chosen by the creator and symbolized by the colors of the bandanna (red for sai, blue for katana, and so on). When donned, the Pristine Extreme Bandana provides both Weapon Focus and Weapon Specialization with the chosen weapon.

Special: Only Anthros with the Extreme Anthro cultural template may benefit from this magic item.

Construction
Requirements Craft Wondrous Items, creator must be proficient with the chosen weapon
Cost 600 gp (DC 16) Torn, 900 gp (DC 17) Pristine

BANDANA, PSI-BURN

Aura faint psychometabolism **CL** 4th
Slot face **Price** 3,200 gp (DC 22) **Weight** negligible
The Psi-Burn isn't technically a bandana, but rather a collection of dark leather straps wrapped tightly over the face and throat, from nose to shoulders. Heatless mind-fires smolder beneath the wrappings, illuminating but never actually charring the flesh beneath the mask.

The Psi-Burn Bandana provides Body Fuel as a bonus feat. While wearing the Psi-Burn Bandanna, the character recovers an additional power point any time they use this feat.

Construction
Requirements Craft Wondrous Items, Body Fuel
Cost 1,600 gp (DC 20)

BANDANA, PSI-STRIDER

Aura moderate psychoportation **ML** 7th
Slot face **Price** 33,600 gp (DC 30) **Weight** negligible
This vermillion bandana is worn over the nose and mouth and its long, scarf-like edges hang down the back. When the wearer activates the Psi-Strider Bandanna's powers to move at blinding speed, he or she leaves luminous crimson shadows in the air behind them, as ghostly after-images.

A Psi-Strider Bandana allows the wearer to manifest *physical acceleration* three times per day, and *fold space* once per day.

Construction
Requirements Craft Wondrous Items, *fold space, physical acceleration*
Cost 16,800 gp (DC 28)

BANDANA, SILKSPINNER

Aura faint conjuration **CL** 8th
Slot face **Price** 12,000 gp (DC 26) **Weight** negligible
This rich, blood red silk bandana is designed to be worn as a half-mask.

While wearing the Silkspinner Bandana, anytime the character casts *web* (including via scrolls, wands, or other magic items) that spell is dramatically augmented. Increase the saving throw DC of the web by +4, and the web's area increases to a 20 ft radius spread, rather than the 10 ft radius spread that is the spell's default.

Construction
Requirements Craft Wondrous Items, Maximize Spell, *web*
Cost 6,000 gp (DC 24)

BELT, DEPLOYER'S

Aura strong transmutation **CL** 17th
Slot belt **Price** 10,000 gp (DC 26) **Weight** 5 lbs (Medium)
Only ever worn by Battlechanger Summoners who field a *Deployer's Aegis* as part of their combat armor, these thick belt consists of several squared-off segments of armor plate that encircle the waist like an armored skirt. Chrome sigils – usually simplistic triangles pointing in opposite directions, squares, twin rectangles and the like are soldered to the colorful chrome plates.

The Deployer's Belt only offers a benefit if worn with a *Deployer's Aegis,* and offers no benefit if worn separately. While wearing the Deployer's Belt, the character treats all 6th level and lower level spells of the conjuration (summoning) subschool as if *Extended*, without increasing the spell's level or casting time. The Deployer's Belt will automatically resize to accommodate Battlechangers of varying sizes.

Construction
Requirements Craft Wondrous Items, Extend Spell, *BFG, message,* creator must be a Battlechanger
Cost 5,000 gp (DC 23)

BELT, GRIMSKULL

Aura faint abjuration **CL** 3rd
Slot belt **Price** 20,500 gp (DC 28) **Weight** 4-6 lbs
This heavy brass belt is hinged at the spine and the front depicts a stylized skull with an open jaw frozen in mid-scream. Glowing disks of pale bluish-white luminescence rest above the wearer's kidneys.

The Grimskull Belt provides the wearer with a +5 competence bonus on Intimidate checks and Negative Energy Resistance 10.

Construction
Requirements Craft Wondrous Items, *fear, resist energy*
Cost 10,250 gp (DC 26)

BELT, REGULATOR

Aura faint psychokinesis **ML** 3rd
Slot belt **Price** 6,000 gp (DC 24) **Weight** 2 lbs
This somewhat heavy aluminum and high-impact polymer belt has a large, flattened disk containing advanced psi-circuitry rather than a traditional buckle. The two halves of this disk click into place and rotate to lock, and once donned, hum faintly.

The Regulator Belt provides the wearer with Favored Energy as a bonus feat. The energy type is chosen by the creator.

Construction
Requirements Craft Wondrous Items, Favored Energy, *energy missile*
Cost 3,000 gp (DC 22)

BERET, SPEC-OPS

Aura moderate clairsentience
ML 12th
Slot head **Price** 38,400 gp (DC 30) **Weight** negligible
This dark-green beret traces its provenance back to the Vietnam-era special forces community. A Green Beret died doing some kind of highly illegal black ops to charge this beret with its occult-tech energy signature.

The Spec-Ops Beret provides the wearer with the ability to manifest *steadfast perception* up to twice per day.

Construction
Requirements Craft Wondrous Items, *steadfast perception*
Cost 19,200 gp (DC 28)

BIKER'S CROSS

Aura moderate or strong conjuration **CL** 8th (lesser) 12th (greater)
Slot neck **Price** lesser 12,800 gp (DC 26) greater 19,200 gp (DC 28)**Weight** 1 lb
This heavy, black and silver Iron Cross is worn on a tarnished silver chain. By rubbing the chain and speaking a command word, as a standard action, you can summon a vehicle, which remains in existence for either 8 hours (lesser) or 12 hours (greater).

The Lesser Biker's Cross summons a burly futuristic motorcycle statistically similar to a Harley-Davidson FLSTF Fat Boy (D20 Modern, pg 124-125).

The Greater Biker's Cross summons a *Space Hawg.* Either version of the Biker's Cross can be used once per day.

Construction
Requirements Craft Wondrous Item, *ghost chassis*
Cost lesser 6,400 gp (DC 24) greater 9,600 gp (DC 25)

SETHZENIAN SPACE HAWG - TIER ¼

Tiny Raider
Speed 8 ***Maneuverability*** perfect (+2 piloting, turn 0)
AC 13 ***TL*** 13
HP 20 ***DT*** – ***CT*** 4
Shields 30 (15 forward, 5 port, 5 starboard, 5 aft)
Attack
forward: flak thrower, short range, 3d4 damage, point (+8)
Power Core Micron Ultra (80 pcu) ***Hyperdrive*** Signal Basic (Drive Rating 1)
Systems T-8 Thrusters With Myper-Mobility Thruster Mod, Basic Computer, Cutrate Sensors, Basic-30 Shields
Expansion Bays
Modifiers +2 pilot ***Complement*** 1
Crew
Gunnery +6, Piloting +8 (1 rank)

Special

As long as the Sethzenian Space Hawg's HMT-Class Thrusters are functional, the pilot may use the *Flip and Burn* Stunt without needing to make a Pilot check.

Seemingly ludicrous but amazing in a dogfight, the Space Hawg is a unique Sethzinian invention, the iconic vehicle of their race. Hordes of Sethzinian raiders descending on an unprepared world on their Space Hawg ultralights is a fearsome and unforgettable and terrifying sight.

The Space Hawg is a single person, ultra-light starship that resembles an enormous, heavy-bodied Old Terran motorcycle. Handcrafted with obvious love and a depraved creativity, each Space Hawg is unique, and boasts gothic decorations like huge fusion rods resembling exhaust tubes, skull-themed handlebar arrays, and naked spacer girl art on the polished fuel tank. Like everything else about the Sethzinian race, the Space Hawg embraces campy sleaze.

The Space Hawg extends a forcefield containing a livable Earth normal atmosphere to all squares adjacent to the vehicle. In this bubble, the pilot and passengers are protected from the effects of both normal space and Hyperspace. This allows the Sethzinian pilot to cruise the stars unencumbered by bulky life support gear and still look appropriately badass. Saddlebags capable of holding about 100 lbs of total cargo are mounted just behind the pilot's seat.

BIO-COURIER'S COOLER

Aura moderate conjuration and necromancy **CL** 9th
Slot none **Price** 3,600 gp (DC 22) **Weight** 5 lbs
This subtly rounded red and silver chest is about eighteen inches to a side, and is cool to the touch. The cooler can be carried either with a top-mounted ergonomic handle, or worn as a back pack thanks to adjustable straps.

The Bio-Courier's Cooler functions as a *handy haversack.* In addition, the Bio-Courier's Cooler preserves any non-living organic matter placed within indefinitely, via *gentle repose.* The Cooler will only open at the touch of the creature that placed an object within and sealed the lid.

Construction
Requirements Craft Wondrous Items, *arcane lock, gentle repose, secret chest*
Cost 1,800gp (DC 20)

BIO-MECHANICAL BOOSTER

Aura faint transmutation **CL** 5th
Slot neck **Price** 7,000 gp (DC 24) **Weight** 2 lbs
This occult-tech artifact resembles a tiny oxygen tank with bronze walls. This small tank can be worn strapped to the chest like an especially bulky amulet. Alternatively, the bronzed tank will adhere magnetically to any mostly metallic armored chest piece, becoming an integrated part of its structure. Armor with the Booster affixed takes on a slightly more advanced, machine-produced look.

If attached to any metallic armor, the Bio-Mechanical Booster increases that armor's equipment bonus to AC by +1 and grants the armor the *spacesuit* mundane armor property.

In addition the wearer can touch any vehicle with an internal combustion engine and affect it with *fuel the engine,* providing fuel to run the device. This property is usuable once per day.

Construction
Requirements Craft Wondrous Items, *emergency spacesuit, fuel the engine*
Cost 3,500 gp (DC 22)

BOOTS, MUTANT RESCUE

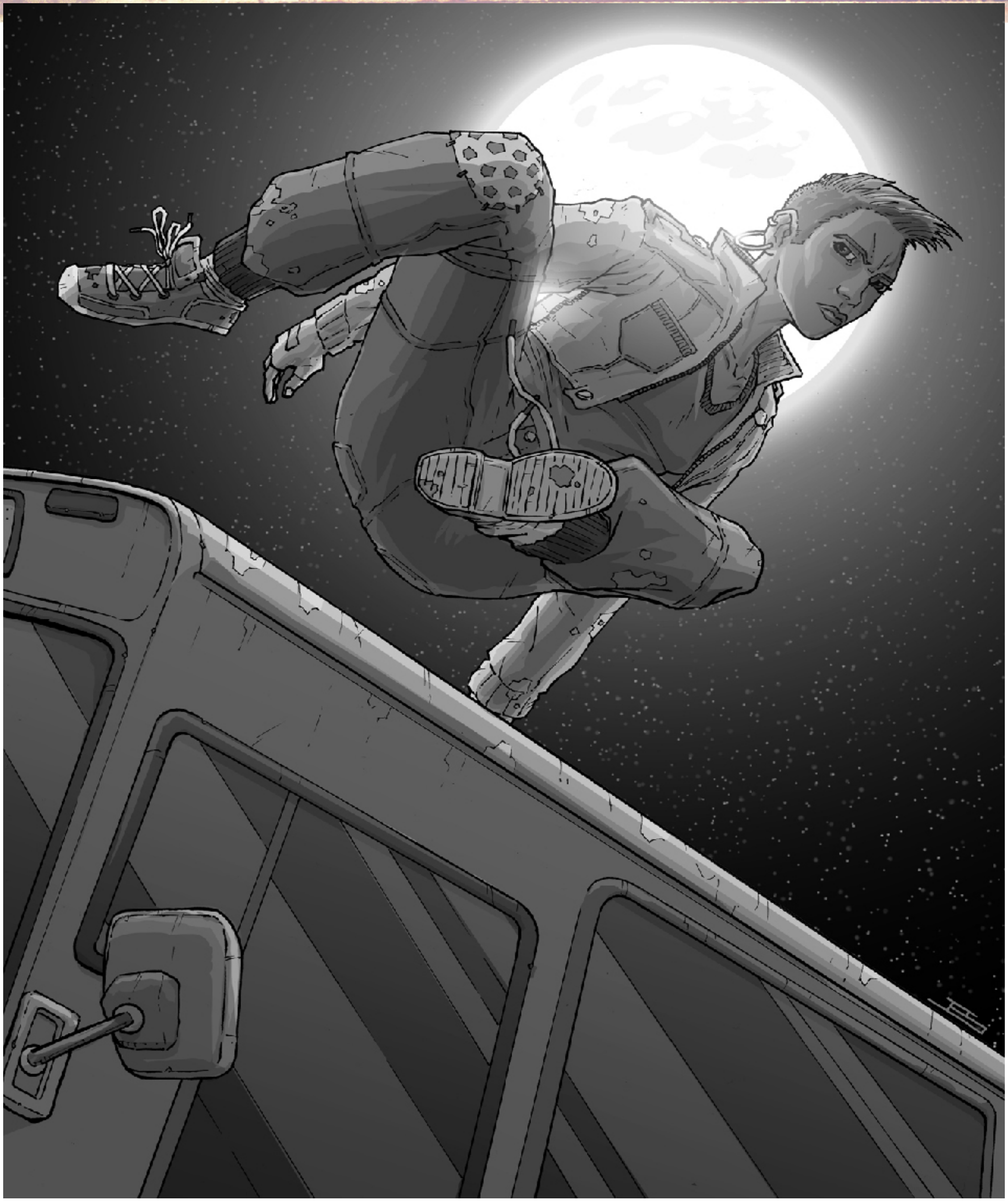
Aura moderate telepathy **CL** 5th
Slot feet **Price** 30,000 gp (DC 30) **Weight** 2 lbs
These incredibly bulky boots have thick, ballistic padding on the calves and rounded knee protectors with the intricate, spiraling texture of a fingerprint. These boots are hazard orange, matching the color of standard-issue Mutant Rescue uniforms.

While wearing Mutant Rescue Boots, you are especially adept at fighting alongside Mutant allies. You are considered to share any Teamwork feat possessed by allies with the Mutant subtype within 30 ft, as they are considered to share any Teamwork feat you possess.

Construction
Requirements Craft Wondrous Items, *battlesense*
Cost 15,000 gp (DC 27)

BOOTS, STAR PRINCESS GO-GO

Aura strong enchantment **CL** 9th
Slot feet **Price** 90,000 gp (DC 33) **Weight** 3 lbs
These silvery boots include platform heels nearly 8 inches tall, made from some kind of weird glowing alien green polymer. A set of glowing knee pads of the same odd material and trim on the thigh-high boots complete the look.



While wearing the Space Princess Go-Go Boots, the wearer's CHA score is increased by +6. For the first 24 hours after donning the boots, this is treated as an enhancement bonus. Three times per day, the wearer can issue a *Greater Command* as a 9th level cleric, save that this Greater Command affects only men. All targets obey the command 'worship' which works like the *halt* command, save that targets drop to their knees and become prone.

Construction
Requirements Craft Wondrous Items, *eagle's splendor, greater command*
Cost 45,000 gp (DC 31)

BOOTS, STREET FIGHTER'S

Aura faint transmutation **CL** 5th

Slot feet **Price** 6,750 gp (DC 24)
Weight 6 lbs (pair)
These heavy duty, dingy black steel toed Doc Martens are designed to stomp in skulls. Depending on the politics of the wearer, the laces are black, red or white.

While wearing Street Fighter's Boots, the character is treated as is possessing the Improved Unarmed Strike and Power Attack feats. If they already possess both feats, they may instead choose a single Combat feat they meet the prerequisites for, gaining that feat as a bonus feat as long as the boots are worn.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 3,375 gp (DC 22)

BOOTS, THOUGHTLEAP

Aura moderate psychoportation **ML** 7th
Slot feet **Price** 42,000 gp (DC 31)
Weight 6 lbs
Thoughtleap Boots are high Doc Marten style fighting boots in various shades of brown and black, accented by sky-blue laces. The unique tread pattern resembles an intricate printed circuit.

While wearing Thoughtleap Boots, any time a sentient opponent rolls a natural 1 on an attack roll against the character, the wearer can teleport to any open, visible space within 30 ft as an immediate action. If the attacker is immune to mind-affecting abilities, this ability fails to trigger.

Construction
Requirements Craft Magic Arms and Armor, *fold space*
Cost 21,000 gp (DC 28)

BOOTS, TRACEUR'S

Aura faint transmutation **CL** 5th
Slot feet **Price** 4,320 gp (DC 23) **Weight** 4 lbs (pair)
These high-topped, split-toe tabi are designed for support and comfort at high speeds and when doing really, really dangerous shit high above the city.

Traceur's Boots provide the wearer with a +3 competence bonus on the following skill checks: Acrobatics, Climb, Stealth. These bonuses increase to +5 in urban areas with a population of at least 1 million.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 2,160 gp (DC 20)

BOOTS, WIREWALK

Aura moderate evocation (electrical) **CL** 5th
Slot none **Price** 6,360 gp (DC 24) **Weight** 4 lbs (pair)
Wirewalk Boots are futuristic silver-blue sneakers with a complex and highly polished circuitry pattern on the bulky rubber soles. Static crackles over the silver aglets at the end of each lace.

While wearing Wirewalk Boots the wearer is treated as if possessing the *Up the Walls* feat, as long as the surface the wearer is running along has live electrical current behind or beneath it. In addition, the wearer can use *electrical transition* up to 3x/day.

Construction
Requirements Craft Wondrous Items, *cat's grace*, *electric transition*
Cost 3,180 gp (DC 22)

BRACERS, JUSTICE

Aura strong transmutation **CL** 20th
Slot wrists **Price** 78,000 gp (DC 33) **Weight** 5 lbs
These heavy bracers are a dull brick-red, a simple tubular sleeve with slate grey steel cubes welded to the metal at various points.

Once per day, the wearer can touch the bracers together as a full round action, and undergo a dramatic transformation, turning their skin a dull bluish-grey and enlarging their cranium.

The wearer benefits from a *god form* effect that emulates a LN deity for the purpose of determining whether the wearer is at risk of divine shock. The wearer gains a +4 enhancement bonus to their INT and WIS scores and a +2 bonus to all other ability scores as well as a +4 holy bonus to Armor Class and Damage Reduction 10/adamantine. The wearer is at the center of a constant *zone of truth* and *magic circle against chaos* effect for the duration of the transformation, which manifest as visible holographic glyphs floating in the air around the transformed character.

Construction
Requirements Craft Magic Arms and Armor, *god form*, *magic circle against chaos, zone of truth,* creator must be LN or worship an LN deity
Cost 39,000 gp (DC 31)

BRACERS, LIVING STEEL

Aura strong metacreativity **ML** 15th
Slot wrists **Price** 145,000 gp (DC 35) **Weight** 2 lbs (pair)
These thick red steel bracers are worn on each wrist. Slamming the bracers together sparks an intense flare of golden light, and with a roar, the wearer's body transforms into living steel.

Three times per day, the wearer of Living Steel Bracers can manifest *body of iron,* as a 15th level psion. The transformation emits blinding light, and those within 30 ft who can see the character when he transforms must succeed at a DC 18 FORT save or be *blinded* for one round.

Similar Items

These bracers are sometimes purchased as a helmet, instead. In this case, the fully enclosed helmet is featureless grey steel, save for two simple eye holes carved out of the sculpted metal. This variant item occupies the head and face slots.

Construction
Requirements Craft Wondrous Items, *blinding flash, body of iron*
Cost 72,500 gp (DC 33)

BRACER, MASS PUSH

Aura faint evocation **CL** 3rd
Slot wrists **Price** 2,500 gp (DC 21) **Weight** 15 lbs (Medium)
This heavy, industrial, circuit-patterned titanium/steel bracer fits snuggly against a Battlechanger's wrist. Once donned, the Mass Push Bracer becomes a new system component, integrating with the structure of the wearer's forearm assembly. Ejecting the bracer requires a mental system command.

While wearing a Mass Push Bracer, a Battlechanger does not need to expend *fuelon* to shift to any of its alt-modes, regardless of the size disparity between the alt-mode and their base, robotic form. The Mass Push Bracer automatically resizes to accommodate Battlechangers of different sizes, and remains functional in alt-mode.

Special: Only Battlechangers with at least one alt-mode can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *BFG, fuelon charge,* creator must be a Battlechanger
Cost 1,250 gp (DC 18)

BRACER, STARLIGHT

Aura strong evocation and conjuration **CL** 12th
Slot wrists **Price** 190,000 gp (DC 36) **Weight** 2 lbs (pair)
Starlight Bracers are thick, jangling brass bracelets with inset crimson gems that contain roiling stellar plasma. In zero-gravity an aura of electrically charged plasma surrounds the wearer's entire form, protecting them from the dangers of space.

While wearing Starlight Bracers, the character becomes immune to radiation and environmental heat and cold and gains the No Breath quality. The wearer gains a flight speed of 500 ft (perfect) in zero gravity and gains the Greater Starflight quality. The wearer can enter or hyperspace by flying through space at maximum speed for at least an hour.

The wearer gains a new attack form. They can fire a bolt of lightning with a 1,000 ft range increment, that inflicts 5d6 electrical damage (19-20/x2) on a successful hit. This attack from is only usable in zero gravity.

Similar Items

A ***Starlight Helmet*** functions identically, but occupies the head slot. This golden dome helmet has crimson eye shields, resembling faceted rubies, and is emblazoned with a stylized starburst pattern-welded above the nose guard.

Even rarer and more precious versions of the Starlight Bracer trap a powerful, immortal warrior's soul within the occult gemstone. In addition to the standard powers above, these variant bracers provide the wearer with ***Two Souls in One Shape*** as a bonus feat; this feat is found in *Action Features,* and is not reprinted here. This variant item is best placed as an Uncommon Minor Artifact rather than traditional treasure.

Construction
Requirements Craft Wondrous Items, *emergency space suit, lightning bolt, warp envelope*
Cost 95,000 gp (DC 33)

BRACER, SPIKED

Aura moderate transmutation **CL** 5th
Slot wrists **Price** 3,600 gp (DC 22) **Weight** ½ lb
A true symbol of masculinity and knife-fighting prowess, these segmented leather wraps are studded with ¼ inch thick silver spikes.

While wearing a Spiked Bracer, the character adds double their strength modifier as a damage bonus on successful attacks with the following weapons: *butterfly sword, combat balanced dagger, dagger, gladius, punching dagger,* or *shortsword.*

Construction
Requirements Craft Wondrous Items, *bull's strength, keen edge*
Cost 1,800 gp (DC 20)

CAP, CAPTAIN'S

Aura faint transmutation **CL** 3rd
Slot head **Price** 2,800 gp (DC 21) **Weight** negligible
Similar caps are issued to line officers in all the major galactic militaries, particularly those honored for extraordinary frontline service. A Captain's Cap is a stark black and white military cap with an official crest in gold on the center, above the brim, and intricate golden braidwork on the brim. They are similar to military caps worn by officers since sentients started organizing into armies and navies.

Wearing the Captain's Cap provides a +2 insight bonus on Initiative checks made when piloting or commanding a medium-weight or heavier starship. The cap provides a +4 competence bonus on Pilot checks made to command a medium-weight or heavier starship as well as a +2 competence bonus on Diplomacy and Intimidate checks.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 1,400 gp (DC 20)

CAP, SALVAGER'S BOONIE

Aura faint divination **CL** 1st
Slot head **Price** 1,600 gp (DC 20) **Weight** negligible
This flat, wide-brimmed floppy hat is usually accessorized with a pair of welder's goggles pushed up on the forehead, not to mention tacky and vulgar buttons. Some hats have bits of junk or starship engine parts hanging from the brim with monowire.

While wearing the Salvager's Boonie Cap you receive a +4 competence bonus on Appraise checks made to determine the value of high-tech items of salvage, and a +4 competence bonus on Craft checks made to perform *jury-rigged* repairs.

Construction
Requirements Craft Wondrous Item, *guidance*
Cost 800 gp (DC 17)

CAP, STAR TRUCKER'S

Aura faint divination **CL** 1st
Slot head **Price** 900 gp (DC 17) **Weight** negligible
This (often sweat stained) grey cloth ball cap bears the colorful logo of one of the galaxy's major transport and shipping companies above its sloping brim.
Wearing the Star Trucker's Cap provides the wearer with a +3 competence bonus on Pilot checks, as well as checks to navigate hyperspace or plot a course in space.

Construction
Requirements Craft Wondrous Item, *guidance*
Cost 450 gp (DC 15)

CASTING ROUNDEL

Aura strong universal **CL** 17th
Slot shoulders **Price** 50,000 gp (DC 31) lesser, 90,000 gp (DC 33) greater **Weight** 5 lbs (weightless when donned)
A Casting Roundel is an intricately decorated, flattened disk of precious metal, with chips of bright starstones inlaid in complex patterns forming occult glyphs. The Casting Roundel occupies the shoulder body slot, but floats several inches away from the 'wearer's' body, the mosaic patterns slowly shifting as the shield-like disk rotates. When donned, the Casting Roundel does not have any weight and does not seem to be affected by gravity.

A Casting Roundel increases an arcane spellcaster's effective caster level by +2 (lesser) or +4 (greater), augmenting duration, spell variables dependent upon caster levels and other aspects of spellcasting. The Casting Roundel provides a +2 competence bonus (lesser) or a +4 competence bonus (greater) on Spellcraft checks to cast defensively. A greater Casting Roundel is significantly larger and more intricately designed than a lesser Casting Roundel.

Each Casting Roundel also provides the wearer with Spell Focus in one school of choice. The color of the stones used to form the Roundel's mosaics usually correspond to this feat: pale blue for Abjuration, black for Necromancy, red for Evocation, and so on.

Construction
Requirements Craft Magic Arms and Armor, *wish*
Cost 25,000 gp (DC 29) lesser, 45,000 gp (DC 31) greater

CHAIN, HARD KORE

Aura strong transmutation **CL** 15th
Slot shoulders **Price** 160,000 gp (DC 36) **Weight** 28 lbs
The Hard Kore Chain consists of two heavy silver chains worn wrapped around each clavicle, like a heavy metal version of a shoulder holster rig. Once donned, the wearer's muscles bulge grotesquely, granting superhuman strength, inhuman size and truly hard core fighting prowess.

While wearing the Hard Kore Chain, the character is treated as possessing the Powerful Build racial trait. The character gains a +2 enhancement bonus to their STR score per four character levels (to a maximum +10 bonus at 20th level). The character gains the following feats as bonus feats while the Hard Kore Chain is worn: Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack.

Construction
Requirements Craft Wondrous Items, *transformation,* creator must have STR 18+
Cost 80,000 gp (DC 33)

CHAIN, NEO JACK

Aura faint transmutation **CL** 3rd
Slot neck **Price** 1,600 gp (DC 20) **Weight** 2 lbs
This heavy 24k gold rope dangles a blinged out dollar sign or something equally dope and equally diamond-studded.

While wearing a Neo Jack Chain, the character gains a +4 competence bonus on Knowledge (local) and Intimidate checks made within a specific large city, such as Chicago, New York or Los Angeles, where that Chain was forged.

Construction
Requirements Craft Wondrous Items, *fox' cunning, owl's wisdom* or *eagle's splendor*
Cost 800 gp (DC 17)

CHARGING HOLSTER

Aura faint conjuration **CL** 3rd
Slot none **Price** 6,500 gp (DC 24) **Weight** negligible
This black nylon thigh holster is designed to accommodate light energy weapons of all sorts, and has hexagonal plastic snaps.

Any one handed energy weapon stowed within the Charging Holster has its energy cell completely recharged, as by the spell, *infinite ammunition.*

Similar Items
The ***Reloading Holster*** is a concealable shoulder rig that functions identically, save that it fully reloads any one handed ballistic weapon rather than energy weapons.

Reloading Bandolieers and ***Charging Bandolieers*** work similarly, but these enchanted ammo-belts reload or recharge two-handed firearms or energy weapons respectively.

Construction
Requirements Craft Wondrous Items, *infinite ammunition*
Cost 3,250 gp (DC 22)

CIRCLET, KARBON

Aura faint transmutation **CL** 4th
Slot headband **Price** 1,600 gp (DC 19) **Weight** negligible
This simple headband is a one-inch band of matte black carbon nanofabric. A glowing sapphire rests above the bridge of the wearer's nose.

While wearing a Karbon Circlet, any weapon with Karbon- in the name has its damage die size increased by one step. The Karbon Circlet has no effect if not worn with Karbon-gear.

Construction
Requirements Craft Wondrous Items, *BFG*
Cost 800 gp (DC 17)

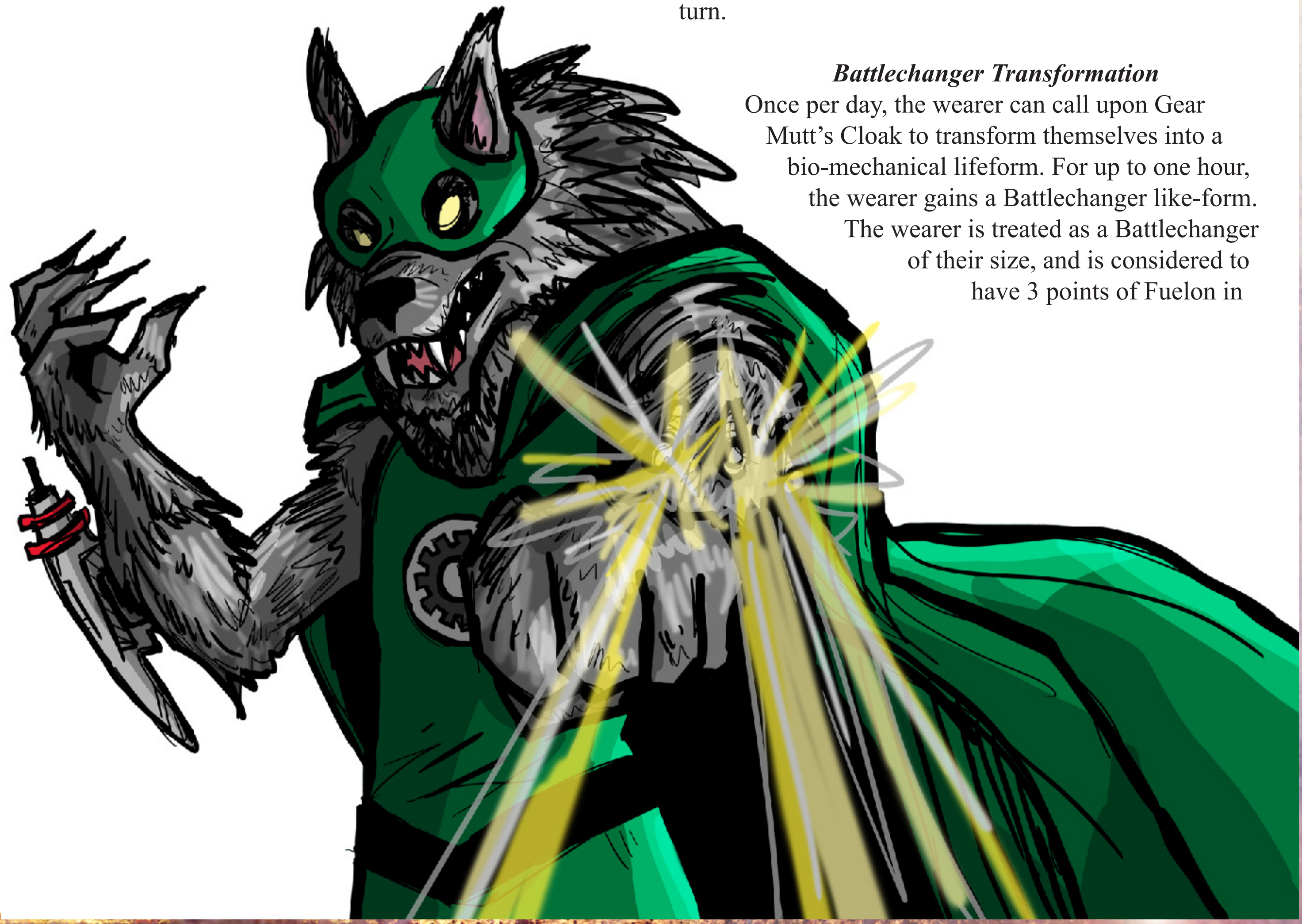
CLOAK, GEAR MUTT'S

Aura strong transmutation **CL** 13th
Slot shoulders **Price** 96,000 gp (DC 33) **Weight** 2 lbs
Woven from metallic fibers, this iridescent green cloak has a high collar and a striking silver-grey gear symbol on the back. Designed purely for canine Anthro wearers, this cloak augments both their canine aspects and transforms the wearer into a highly adaptable machine organism.

While wearing the Gear Mutt's Cloak, an Anthro gains Darkvison 60 ft (or improves existing Darkvision by +30 ft) and the *scent* special quality, as well as the Working Scent feat.

Blaster and Tool Morph
While wearing the Gear Mutt's Cloak, the wearer can morph an assortment of tools or weapons from their body, deploying them from concealed ports anywhere on their body. As a standard action, the wearer can deploy any handheld tool or masterwork quality skill kit of their choice, which retracts back into their body when no longer needed. Additionally, the wearer can deploy an assortment of laser blasters which function as a **+1 spacer's blaster of infinite ammunition**, from concealed ports on their body. These weapons cannot be disarmed, and if sundered, the wearer can simply manifest an additional blaster on their turn.

Battlechanger Transformation
Once per day, the wearer can call upon Gear Mutt's Cloak to transform themselves into a bio-mechanical lifeform. For up to one hour, the wearer gains a Battlechanger like-form. The wearer is treated as a Battlechanger of their size, and is considered to have 3 points of Fuelon in



their Fuelon Reserve. While in this state, the wearer gains the Massive Strength and No Breath qualities, as well as the sensory capabilities of an average Battlechanger. The wearer gains a single alt-mode appropriate to their size. Each time the cloak is donned, the wearer can design a new alt-mode for themselves.

Special: Only Anthro characters can benefit from this magic item.

Similar Items

Gear Duck's Armor is a gleaming, polished silver-white set of space armor, with a transparent golden visor designed to accommodate even the most majestic beak and a glowing red symbol that looks like a stylized mallard's head in profile on the breastplate. Gear Duck's Armor functions as a ***+2 advanced space suit of moderate fortification,*** and occupies the armor rather than cloak slot.

The Gear Duck's Armor provides the wearer with a Flight speed equal to twice their base land speed (average), as well as a Swim speed equal to their land speed, instead of the sensory benefits provided by Gear Mutt's Cloak.

The Gear Duck's Armor has a caster level of 13th and requires *limited wish* or *miracle* to be used in the construction process. Gear Duck's Armor has a purchase price of 125,000 gp (DC 34). The crafter must either be an Avian Anthro or a Battlechanger with a similar primitive alt-mode.

Construction
Requirements Craft Wondrous Items, *call weapon, metamorphic adaptation, infinite ammunition, superior anthro adaptation* creator must either be a canine or lupine Anthro or a Battlechanger primitive with a similar alt-mode

Cost 48,000 gp (DC 31)

CLOAK, DREAMSHADE

Aura strong psychoportation **ML** 13th
Slot shoulders **Price** 43,600 gp (DC 31) **Weight** 2 lbs
Ravaged by time and battle, this bruise purple cloak hangs in tatters. The hood and edges of the cloak are lined with nearly reflective greenish-blue stripes, which reflect the moonlight. While the Dreamshade Cloak is worn, the wearer's eyes become eerie pools of reflective purple-black oil.

While wearing a Dreamshade Cloak, the character becomes immune to magical and psionic sleep, and gains a +4 bonus on WILL Saves against fear effects and illusions. Once per night, but always between the hours of sunset and dawn, the wearer can manifest *dream travel.* Finally, the wearer of the Dreamshade Cloak gains Cloak Dance as a bonus feature.

Construction
Requirements Craft Wondrous Items, Cloak Dance, Iron Will, *dream travel*
Cost 21,800 gp (DC 29)

CLOAK, GHILE

Aura moderate illusion **CL** 7th basic 12th advanced
Slot shoulders **Price** 42,000 gp (DC 31) basic 65,000 gp (DC 32) advanced **Weight** 2 lbs
This camouflage cloak, designed for use by snipers, consists of an untidy tangle of electroresponsible cloth strips and shapememory plastic tendrils woven atop a weather-proofed synthetic hooded cloak. In response to environmental conditions, the cloak's camo-features can adjust their color, pattern, surface texture and shape to a limited degree, making them the perfect stealth accessory.

If the wearer remains immobile for one minute, the cloak attunes to its environment, providing a +2 equipment bonus on Stealth checks in that particular environmental type. If the wearer remains immobile for ten minutes instead, the bonus provided is +4. These are non-magical features. The Ghile Cloak remains attuned to a particular terrain type until the wearer attunes it to a new terrain, or gives a verbal command that returns the cloak to its default state.

Once per day, the wearer can activate the Ghile Cloak's occult-tech circuits as a standard action. The wearer gains a pool of bonus points, which can be exchanged on a one for one basis on any of the following:

- Stealth checks
- Ranged attacks with any two handed weapon
- Ranged damage with any two handed weapon

The wearer can spend points in any combination possible, and may spend points to both enhance the attack and damage rolls on a single shot. Unused bonus points are lost if not expended within one minute of activation.

A Basic Ghile Cloak provides a pool of 20 bonus points. An Advanced Ghile Cloak provides a pool of 40 bonus points.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, true strike*
Cost 21,000 gp (DC 28) basic 32,500 gp (DC 31) advanced

CLOAK, GHOSTWALK

Aura strong psychoportation **ML** 15th
Slot shoulders **Price** 84,000 gp (DC 33) **Weight** ½ lb
The Ghostwalk Cloak is a paper-thin hooded cloak so light, and so pure of white, it seems woven from luminescence itself rather than nanoactive fiber.

As a standard action, the wearer can manifest *ethereal form*. The wearer may remain ethereal for up to 15 rounds. Once the wearer returns to solidity, however, the Ghostwalk Cloak becomes duller, more natural white, and its weight increases to around 2 lbs. It remains in this state for 3d6 hours; during this time, the wearer cannot use it to become *ethereal* again.

Similar Items

The ***Ghostly Mirage Jack*** is a ***+2 ectoplasmic leather jacket*** with all the above powers.
This variant item takes the form of an extremely 90s vinyl windbraker in stark black and white with triangular designs on the flanks and shoulders. Add *ectoplasmic form* to the creation requirements; this item has a purchase price of around 102,000 gp (DC 34).

Construction
Requirements Craft Wondrous Items, *ethereal form*
Cost 42,000 gp (DC 31)

CLOAK, OVERLORD'S

Aura strong transmutation **CL** 18th
Slot shoulders **Price** 137,200 gp (DC 35) **Weight** 3-5 lbs
These voluminous, hooded cloaks are constructed from an extremely durable synthetic wool and Kevlar weave. An Overlord's Cloak is regal and darkly majestic, designed for intimidation and as a symbol of unimaginable wealth and power. Each cloak is woven in heraldic colors unique to its wearer, featuring rich hues: crimson, vermillion, darkest sable or rich cerulean. The cloak is often trimmed in ermine or other fine furs.

While wearing an Overlord Cloak, the character gains a +6 enhancement bonus to their CHA score as well as a +2 enhancement bonus to their INT and WIS scores. Once per day, the wearer can cast *crisis upgrade* to augment their Overlord Plate. If the wearer is reduced to 0 HP or fewer while wearing an Overlord Cloak, they can sacrifice the Overlord Cloak as an immediate action, returning to half their maximum HP total and becoming stable.

Special: An Overlord's Cloak only functions fully if worn with ***Overlord Plate***, described in the armor section of this sourcebook. If worn without, only the last feature, based around *breath of life,* functions.

Construction
Requirements Craft Wondrous Items, *breath of life, crisis upgrade, cure critical wounds, eagle's splendor, fox' cunning, owl's wisdom*
Cost 68,600 gp (DC 33)

CLOAK, SPACE ICON

Aura strong conjuration **CL** 12th
Slot shoulders **Price** 168,000 gp (DC 36) **Weight** 4-6 lbs
In motion, this forest green cloak extends to impossible lengths. Seemingly alive, the enchanted, bullet-resistant and energy-proofed cloth coils around itself and bunches into a wave-like crest around the shoulders, only withdrawing to a more practical length when the wearer stands motionless. The Space Icon Cloak is tied to a heavy, golden loop worn at the breast.

The Space Icon Cloak provides the wearer with a constant *emergency space suit* effect, manifested as a green aura around their skin. If the wearer has a Flight speed, it increases to 1,000 ft (perfect) or 6 hexes in zero gravity conditions; the wearer can enter Hyperspace by flying at maximum speed in normal space for one minute, or leave Hyperspace by similar means. The Space Icon Cloak provides an effective Hyperdrive rating of 1.

The wearer requires no food, water or sleep to survive while travelling through Hyperspace, but not at other times. Finally, the Space Icon Cloak provides the wearer with Cloak Dance as a bonus feat.

Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, sustenance, warp envelope*
Cost 84,000 gp (DC 33)

CLOAK, SUAVE MOTHERFUCKER

Aura moderate enchantment **CL** 7th
Slot shoulders **Price** 12,500 gp (DC 26) **Weight** 1 lb
This powder blue cloak hangs dramatically off the shoulder, and somehow lets the wearer get away with things that should get him or her dumped out the nearest airlock.

While wearing this cloak, you receive a +2 competence bonus on Bluff checks. In addition, you suffer no penalty on your Bluff check for 'unlikely' or 'far-fetched' lies, and the penalty for telling an impossible lie is only -12.
Special: Only a genuinely suave motherfucker (somebody with CHA 17+ and any non-lawful alignment) receives any benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *glibness*
Cost 6,250 gp (DC 24)

CLOAK, WINDSCREAM

Aura strong evocation and transmutation **CL** 15th
Slot shoulders **Price** 192,000 gp (DC 36) **Weight** 2 lbs
This parachute-silk cloak is striped in eye-bursting black and yellow bands. Worn draped over the shoulders, this cloak flares spectacularly, offering the wearer a lethal sonic scream and superb in-air maneuverability.

The Windscream Cloak provides the wearer with a Flight speed equal to 6x their base land speed, with good maneuverability. The wearer gains a sonic scream as a new ranged attack form. While wearing the Windscream Cloak, the character gains Sonic Resistance 20.

- Sonic Scream Ranged Attack (4d6 sonic, 20/x3 crit, 100 ft range increment, semi-auto fire)

Construction
Requirements Craft Wondrous Items, *haste, military flight, resist energy, shout*
Cost 96,000 gp (DC 34)

CLOAK OF OCCULT SUPREMACY

Aura strong universal **CL** 20th
Slot shoulders **Price** 500,000 gp (DC 39) **Weight** 2 lbs
This regal, brocaded velvet cloak is a deep crimson accented with golden thread in intricate runic patterns. The complex stitching unweaves itself and takes new and increasingly complex shapes as the wearer casts spells. The high, starched collar flares dramatically at the shoulders.

While wearing a Cloak of Occult Supremacy, the character gains Combat Casting as a bonus feat. The wearer gains the ability to cast an additional spell of the highest level spell he can cast (or an additional spellslot of the highest level).

Each day upon awakening, the wearer can choose to gain Spell Focus in any school of magic of his choice. If the wearer already has Spell Focus in a specific school, he can choose to gain Greater Spell Focus in that school instead. Finally, the Cloak of Occult Supremacy provides the wearer Spell Resistance 19.

Construction
Requirements Craft Wondrous Items, *wish*
Cost 250,000 gp (DC 37)

CLOAK, LIFESTEALTH

Aura strong abjuration **CL** 12th
Slot shoulders **Price** 21,000 gp (DC 28) **Weight** 2 lbs
This waterproofed nylon cloak has a zip closure on the front, as well as a more traditional clasp option. Lifestealth Cloaks are sold in a rainbow of bright, artificial colors and iconic, meme-friendly patterns. The designs on the shoulders and back approach the level of modern heraldry.

While wearing a Lifestealth Cloak, the the character cannot be detected by creatures using their Lifesense racial quality, and the wearer's Lifecount is reduced by -1 the purpose of predatory Lifechained abilities. In addition, the wearer cannot be detected by the following special senses, when utilized by a creature with the Lifespawn subtype: *blind-sense, darkvision, lowlight vision, scent*.

Construction
Requirements Craft Magic Arms and Armor or Craft Wondrous Items, *hide from animals, lifestealth*
Cost 10,500 gp (DC 26)

CLOAK, POLARITY

Aura moderate psychokinesis **ML** 10th
Slot shoulders and chest **Price** 60,000 gp (DC 32)
Weight 18 lbs
This impressive ebony cloak is a strange metallic-fiber fabric, woven from steel through the will and focus of a powerful magnokinetic. A heavy pectoral of brick red metal, studded with thick bolts and rivets, rests over the wearer's collar bones.

While wearing a Polarity Cloak, a manifester can augment the Telekinetic Force and Telekinetic Maneuver powers as if their manifester level was +10 levels greater than normal. If the manifester uses these powers to manipulate primarily metallic objects or creatures, the base weight they can manipulate is doubled. Double the damage dice inflicted when using the *thrust* aspect of Telekinetic Force if the weaponized object is primarily metallic while wearing the cloak.

Construction
Requirements Craft Wondrous Items, *telekinetic force*
Cost 30,000 gp (DC 30)

CLONING BANKS

Aura strong necromancy **CL** 15th
Slot none **Price** 725,000 gp (DC 41) **Weight** 8-10 tons
Cloning Banks are massive industrial flesh fabrication units. Enormous glass tubes filled with luminous aquamarine fluids are maintained by massive banks of medi-computers. Each Cloning Bank has 6 individual cloning tanks.

Each tank can be used to *clone* a single Medium or Large creature as per the *clone* spell. The same creature can be cloned in multiple tubes, or multiple creatures can be cloned in the cloning banks. Clones can either be the same gender as the original or reverse-gendered, at the user's option. The cloning banks can sustain inert clones indefinitely; it requires a DC 20 Computer Use check to 'dump' a prepared clone and clear the tank for reuse.

Cloning tubes are inert for 1d6+1 days after either a clone is decanted from the tube or a stored clone is 'dumped' in anticipation of another cloning.

Construction
Requirements Craft Wondrous Items, *clone*
Cost 362,500 gp (DC 38)

COIF, ARMORING

Aura faint transmutation **CL** 4th
Slot head **Price** 8,000 gp (DC 25) **Weight** 2 lbs
This tightly woven cap of dull grey steel rings resembles the armored mail coifs worn by knights and warriors dating back as far as the fourth century BCE.

When the Armoring Coif is worn with any Heavy Armor, it sets the armor check penalty of that armor to zero.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength,* creator must be proficient with Heavy Armor
Cost 4,000 gp (DC 23)

DESIGN PHILOSOPHY: COLLARS

Anthros of all breeds, but especially Anthros uplifted from or resembling long-domesticated animal species, often enchant magical collars. If existing magic items can be re-shaped into a stylish collar and slid into the *neck* magic item slot by an Anthro occultist, you can bet they will be. Traditional magic items such as *bracers of natural armor* or a *cloak of resistance* are more likely to be found as *collars of natural armor* or a *collar of resistance* when sold in Anthro-held lands. Even Anthros who can't afford enchanted collars will wear something attractive and decorative around their throats.

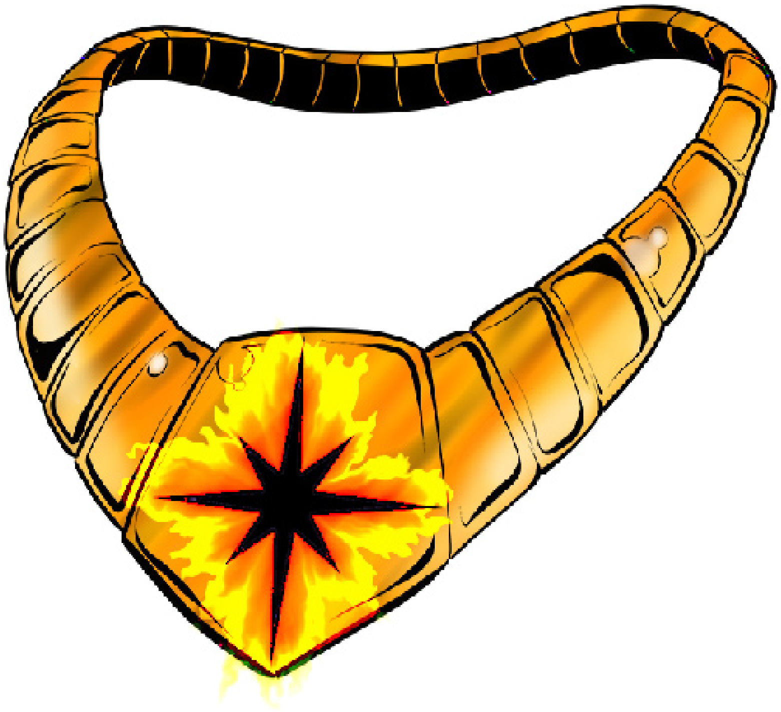
The design philosophy for enchanted collars is they enhance Anthro specific gifts, augment natural talents or physically transform the wearer to become more animalistic in some way. Collars at a variety of price ranges are available to Anthro heroes of varying level. Most enchanted Collars are Anthro-locked, or offer little or no utility to non-Anthro wearers.

COLLAR, BRIGHTSTAR

Aura moderate transmutation **CL** 12th
Slot neck **Price** 48,000 gp (DC 31) **Weight** 8 lbs
This heavy pectoral is forged from heavy, angular links of hammered gold. The central link of the collar is a pentagon inscribed with an eight-pointed star design. While wearing this heavy collar, the wearer's physique becomes noticeably larger and more chiseled, and the pupils of their eyes glow golden.

While wearing the Brightstar Collar, the character benefits from a +4 inherent bonus to their STR and CON scores, and gains Darkvision 60 ft (or improves existing Darkvision by +30 ft).

Construction
Requirements Craft Wondrous Items, *bull's strength, bear's endurance, darkvision*
Cost 24,000 gp (DC 29)



COLLAR, CONJUNX

Aura faint enchantment **CL** 5th
Slot neck **Price** 2,500 gp (DC 21) **Weight** negligible
Conjunx Collars are always forged in matched pairs (or rarely, larger sets for more polyamorous Anthro cultures). Two fine collars of identical manufacture, accented with the same subtle touches of gold or other precious medals and hung with the same charms are worn as declarations of marriage and love.

The price given above is for a pair of Conjunx Collars. When created, Conjunx Collars are forged for specific creatures, whose names are inscribed on the collar charms. These collars have no effect if worn by other creatures, nor do they function if both collars are not worn by their designated owners.

While Conjunx Collars are worn properly, each wearer gains the *Strength of Loving Adventure* Gift of Nature as well as the *Mate for Life* trait in regards to the other creature wearing the linked Collar.

Construction
Requirements Craft Wondrous Items, *charm person*
Cost 1,250 gp (DC 18)

COLLAR, FRIENDLY

Aura faint transmutation **CL** 3rd
Slot neck **Price** 2,500 gp (DC 21) **Weight** negligible
This loose blue or black nylon collar fits jauntily around the throat and usually includes a cute little dog-bone charm (though Anthros of other species sometimes substitute other charms specific to their race.)

While wearing the Friendly Collar, the Anthro benefits from the Super Kawaii feat.

Special: Only Anthros with the Adaptable or Domesticated ability score package can benefit from the Friendly Collar.

Similar Items

The cheetah spotted ***Athletic Collar*** provides Anthros with the Chase Predator ability score package access to the Run feat, and is built with *cat's grace.* The heavy brown leather ***Draftsman's Collar*** provides Anthros with the Enduring But Dim or Tough and Ponderous ability score packages access to the Endurance feat, and is built with *bull's strength.* Similar collars exist for the other Anthro ability score packages.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 1,250 gp (DC 19)

COLLAR, LIFE SUPPORT

Aura moderate conjuration **CL** 5th
Slot neck **Price** 2,400 gp (DC 21) **Weight** negligible
Some Anthro spacers prefer to trust to occult-tech rather than bulky, restrictive and often badly fitting mundane space suits. This collar consists of two slender silver cords at the top and bottom of a thick rectangular clasp. When the collar's magic is active, a luminous web of amber threads appears and hangs suspended between the slender cords.

While wearing the Life Support Collar, the character is treated as wearing a Space Suit for the purpose of environmental effects (gaining all the benefits of a Space Suit's special qualities entry).

Construction
Requirements Craft Wondrous Item, *emergency space suit*
Cost 1,200 gp (DC 18)

COLLAR, NATURE'S PROMISE

Aura moderate conjuration **CL** 9th
Slot neck **Price** 62,000 gp (DC 32) **Weight** negligible
This collar is only ever woven from natural fibers- silk, cotton, hemp and the like, and is dyed an irregular brownish-red that sometimes fades into bright splashes of orange and amber. The clasp is cunningly made from the teeth of small mammals.

While wearing the Nature's Promise Collar, anytime the character casts any *summon nature's ally* spell, the spell produced is one level greater than the spell or spell slot expended to cast it. For example, if the wearer expends a third level spell slot or casts *summon nature's ally III*, he would gain the benefit of *summon nature's ally IV* instead. This spell cannot produce a greater *summon nature's ally* spell than the 9th level version.

Special: Only characters who have chosen one of the following patron deities, or a similar animal/nature deity can benefit from this magic item: Breeder Oblix, the Horned Lord, or the Hunting Pack.

Construction
Requirements Craft Wondrous Items, *summon nature's ally V*
Cost 31,000 gp (DC 30)

COLLAR, PURPOSE-GIVING

Aura strong transmutation **CL** 9th
Slot neck **Price** 18,000 gp (DC 28) **Weight** negligible
A variety of Purpose-Giving Collars exist, all designed to bend an Anthro's body, mind and soul towards a particular way of life. Sometimes these items are marks of slavery, forced onto an Anthro against their will in order to transform that creature into something he or she is not. In other times and places, Purpose-Giving Collars are badges of office, willingly donned by Anthros of a particular caste. Style and coloration vary wildly.

All Purpose-Giving Collars function in the same manner. Once donned by a creature of the Anthro subtype, the wearer gains a specific Anthro Template encoded in the Collar, immediately losing existing Anthro Templates, if any, and applying the Template's ability score modifiers and gaining its traits. Once donned, the Purpose-Giving Collar effectively fuses into the creature's body, and cannot be removed without *remove curse* or similar magic.

The appearance of a particular Collar is usually a clue to which Anthro Template the Collar will apply. Some templates are rarely, if ever offered as a Collar.

- *Anthroid:* Segmented silvery-grey metal links with circuit components on the underside.
- *Eroticized:* A tight choker of black lace.
- *Extreme:* Heavy day-glo nylon with a big lock, safety pin-studs or similar decorations.
- *First Wave Colonizer:* Breathable nylon in camo patterns with a military style dog-tag.

Construction

Requirements Craft Wondrous Items, creator must be an Anthro with the appropriate template, *polymorph*

Cost 9,000 gp (DC 25)

COLLAR, SUPERIORITY

Aura moderate evocation **CL** 7th

Slot neck **Price** 9,600 gp (DC 26) **Weight** negligible

This full-metal collar is an intricate silver and platinum puzzle, each piece of which forms a link of the throat-chain. Each link in the collar is a jagged sigil resembling a cat's claw, interspersed occasionally with wing-like links.

While wearing the Superiority Collar, your natural weapon attacks gain the **axiomatic** property and **Mutt-bane** properties. This unusual property functions as typical for Bane but only against creatures of the Anthro subtype that have chosen the Mutt as their patron deity.

Special: Only characters who have chosen Species Superiority as their patron deity/philosophy can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, creator must be a lawful Anthro with the Species Superiority patron deity/philosophy, *detect chaos, detect good, order's wrath, summon monster I*

Cost 4,800 gp (DC 23)

COLLAR CHARMS, VARIOUS

Aura faint enchantment **CL** 3rd

Slot neck (see text) **Price** 850 gp (DC 17) **Weight** negligible

Anthros often accessorize their collar with particular little charms. Usually these thumb-sized charms are made from metal or wood, and are shaped to represent a particular skill the Anthro wants to excel at. A Collar Charm designed to enhance Acrobatics might be shaped like a big paw, one designed to enhance a Perform skill might resemble a musical note or performer's top hat and so on.

A Collar Charm provides a +3 competence bonus on a specific skill, chosen by the creator and reflected in the Charm's shape. Collar Charms only function when attached to and worn on a Collar. Though both Collar and one Charm occupy the neck slot, they can be worn simultaneously.

Construction

Requirements Craft Wondrous Items, creator must have 3 ranks in the chosen skill, creator must be an Anthro

Cost 425 gp (DC 15)

COLLAR CHARM, XENOPHILE

Aura faint enchantment **CL** 3rd

Slot neck (see text) **Price** 800 gp (DC 17) **Weight** negligible

This tiny gold and silver collar-charm resembles a pair of stylized Anthro lovers cut from multiple pieces of precious metal. The pieces fit together tightly forming a complete image, but chime delicately when the wearer moves.

A creature who has chosen the Mutt as a patron deity gains a +2 competence bonus on Diplomacy and Sense Motive checks made against any creature they have ever had a consensual sexual encounter with.

Special: If this collar charm is worn with the Mate's Blessing Collar, the wearer becomes immune to sexually transmitted disease, including magical diseases.

Construction

Requirements Craft Wondrous Items, *sexual manipulation*

Cost 400 gp (DC 15)

COMBAT SKULL

Aura moderate psychometabolism **ML** 10th
Slot headband **Price** 36,000 gp (DC 30) **Weight** negligible
Only disciplined, battle-hardened psionic warriors can bond to a Combat Skull.

These alien stones are carved into a thumb-sized replica of a human skull, and are often the color of bleached bone themselves, though occasionally a Combat Skull hewn from a jade or sapphire-like xeno-stone is found. The psi-capable *Final Song* warriors of the Cultureborn were the first to bear Combat Skulls, but the practice has since spread to other races. Even the Bleeding Ghosts have overcome their distaste of Cultureborn occult-technology to steal this lethal psionic artifact for use by their own warrior elites.

Any creature with a base attack bonus of +5 or greater and either the psionic subtype and/or a power point reserve can bond with a Combat Skull. Bonding with the Combat Skull requires the bearer to press the Skull to their forehead, where it permanently fuses to the bearer's flesh and bone. A Combat Skull cannot be removed from a living host without invasive surgery, though it simply falls away if the bearer is slain.

The bonded host can expend their psionic focus to benefit from *physical acceleration* as a swift action. This ability is usable up to three times per day.

Construction
Requirements Craft Wondrous Item, *physical acceleration* **Cost** 18,000 gp (DC 28)

COMBAT WING HARNESS

Aura faint transmutation **CL** 8th
Slot shoulders and wrists **Price** 52,000 gp (DC 31)
Weight 8 lbs
This sleek, low-profile backpack holds a revolutionary micro-jet pack: imagine the engine system of a next-gen V/STOL combat jet miniaturized to the point it could be worn by an ordinary man like luggage. An articulated wing system composed of carbon fiber 'bones' and durable nylon feathers connects to wrist units for increased maneuverability. While most operatives prefer matte black or grey wings for stealthy night ops, some boast artificial feathers as spectacularly colorful as any natural falcon's.

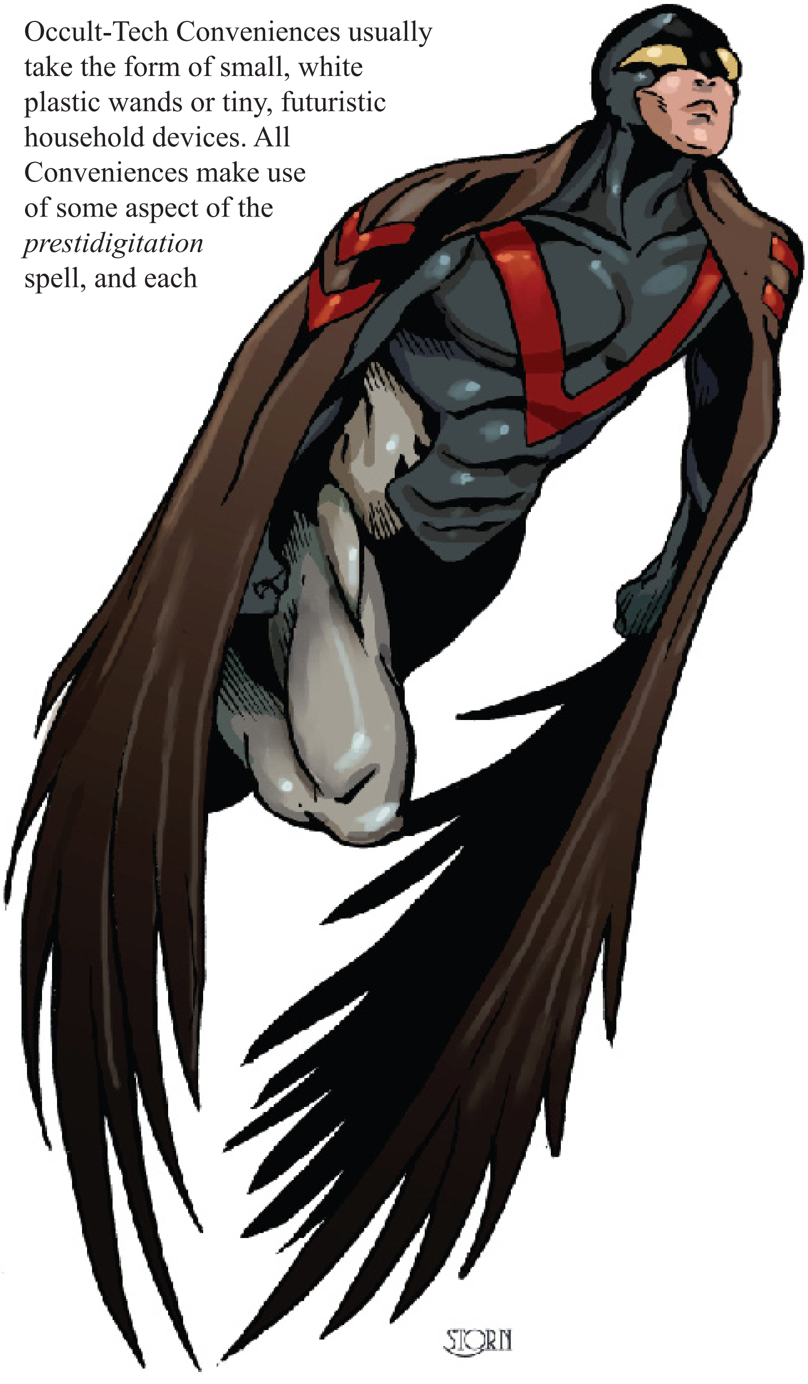
While wearing the Combat Wing Harness, the character gains a flight speed of 120 ft (average). The wearer gains a +1 competence bonus on attack rolls if both they and their opponent are airborne.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 26,000 gp (DC 29)

CONVENIENCE, OCCULT-TECH

Aura faint transmutation **CL** 1st
Slot none **Price** 250 gp (DC 13) **Weight** 2 lbs or so, at most
These occult-tech devices are as useful for a college student moving into a new dorm as they are to criminals misusing the tech to instantly clean a crime scene. Occult-tech Conveniences offer anybody who can afford the price a useful minor magical effect. There are a variety of these devices available, but the three below are most common.

Occult-Tech Conveniences usually take the form of small, white plastic wands or tiny, futuristic household devices. All Conveniences make use of some aspect of the *prestidigitation* spell, and each



can be used once per day. These useful little devices are everywhere, in one form or another!

Nano-Chef: Simply by placing all the ingredients in a container large enough to hold the resulting dish, touching the device with the Convenience and speaking the dish's name aloud, this Convenience produces a healthy, well-cooked meal in seconds.

Nano-Maid: Holding this Convenience aloft thoroughly cleans any 20x20 ft area, as well as a team of janitors could, in about an hour of work. Touching it to a humanoid user's body cleans and refreshes that person, as if thoroughly bathing.

Nano-IT: Touching this device to any computer performs routine maintenance, such as virus scans, defragging, as well as thoroughly cleaning the device. Sometimes the *hacker spark* spell is substituted in the construction process.

Nano-Valet: Touching this Convenience to a set of worn clothes straightens, freshens and cleans them, as well as performing minor tailoring and simple repairs. Sometimes the *inspection ready* spell is substituted in the construction process, making it only usable on military uniforms.

Construction
Requirements Craft Wondrous Items, *prestidigitation* or similar spells
Cost 125 gp (DC 10)

COSMIC LOOM

Aura strong universal **CL** 13th
Slot none **Price** 182,000 gp (DC 36) **Weight** 200 lbs
This golden, xeno-tech loom is a mass of free floating components that orbit one another, held together by arcane gravity. A skilled artisan can craft fantastic magical armor on this loom and make the task look simple.

Once per week, the Cosmic Loom can create a magical set of light or impromptu armor. The armor's base type must be one of the following types:

- Cloth, Leather, Quilted Cloth, Silken Ceremonial *(PFRPG)*
- Blade-Silk Robe, Buff Coat, Decadent Furs, School Uniform, Second Skin, Spacer's Jumpsuit *(Technology Unleashed)*

The created armor can have up to a +3 total enchantment bonus, which may either be an enchantment bonus to AC or a combination of special defensive abilities. It requires a successful DC 20 Craft (seamstress) check and approximately one hour of work to create the armor. Any skilled crafts person can use the Cosmic Loom to produce magical armor, without meeting the prerequisites for creating the armor.

Construction
Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *limited wish*
Cost 91,000 gp (DC 33)

COURAGE GEAR

Aura faint enchantment **CL** 1st
Slot none **Price** 900 gp (DC 17) **Weight** negligible
This medallion is a common award for Freegear warriors who perform above and beyond the call of duty. This coin-sized badge is a four pointed gold-plated star with a gear-like glyph inscribed at the center, magnetized to be easily worn on a Battlechanger's hull.

While wearing or carrying a Courage Gear, the Battlechanger gains a +1 morale bonus on WILL Saves. In addition, once per day, the wielder can perform any one of these functions without expending a point of Fuelon: *defensive effort, energetic conversion* or *extra effort.*

Special: Only Battlechangers can use this magic item.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *bless*
Cost 450 gp (DC 15)

CRASH PASS

Aura moderate conjuration **CL** 8th
Slot none **Price** 12,800 gp (DC 26) **Weight** negligible
A Crash Pass resembles the magnetic strip key-cards issued by most hotels. Simply by pressing the Crash Pass against any inner wall of a structure, you can create a temporary bolt hole. The bolt hole has a door in the same architectural style as other nearby doors, and is labeled as a janitor's closet, utility room or similar.

The Crash Pass creates a small bolt hole that occupies non-dimensional space and which functions as *secure shelter,* and takes the form of a 10x20 ft micro-apartment with simple florescent lighting, a mid-sized comfortable bed and small desk with integrated desktop computer/television. The Crash Pass can be used once per day, and the shelter created lasts for up to 8 hours or until the person who created the bolt hole walks back through the door to the outside world.

Construction
Requirements Craft Wondrous Items, *secure shelter*
Cost 6,400 gp (DC 24)

CROWN, ENCHANTING

Aura moderate transmutation **CL** 12th
Slot head and headband **Price** 82,000 gp (DC 33)
Weight 2 lbs
Sculpted from some alien gem like polished jade, this crown encircles the wearer's face like glowing green flames. The wearer's beauty becomes inhuman and cold, perfect beyond humanity, and their eyes become luminous green flame when the Enchanting Crown is donned.

While wearing the Enchanting Crown, the character gains a +4 enhancement bonus to their CHA score and gains Spell Focus (enchantment) and Super Kawaii as bonus feats. Increase the damage dice size of any attack, spell or effect that inflicts Pleasure damage by one step while the crown is worn.

Construction
Requirements Craft Wondrous Items, *eagle's splendor, deadly pleasures*
Cost 41,000 gp (DC 31)

CROWN, IMAGOS DEI

Aura strong transmutation and universal **CL** 18th
Slot head, headband and face **Price** 360,000 gp (DC 38)
Weight 10 lbs
These sacred helms are intricately machine-forged, as the fabrication of sacred machines is holy act for cultures that worship the Lord Genesis in His incarnation as the father of technology. These enclosed great helms are sculpted to resemble a perfectly proportioned and imperiously serene male humanoid face, crested by a pair of long crescent-shaped horns that glow with the intense radiance of stellar plasma captured inside a magnetic bottle.

If worn by a character with the Awakened Heritage (Genesis) feat, the Imagos Dei Crown renders that character immune to harmful mind-affecting effects and provides a +20 competence bonus on the wearer's highest ranked Craft skill. If the wearer has no ranks in any Craft skill, the bonus provided goes to Craft (cybernetics) instead.

While wearing the Imagos Dei Crown, the wearer is treated as proficient with all firearms and energy weapons, including exotic examples. The wearer gains a +1 competence bonus on all attack rolls with firearms and energy weapons. The wearer can also cast *fabricate,* but only to produce high technology, three times per day via the mask, and may use *make whole* to repair high-tech items at will.

Construction
Requirements Craft Wondrous Items, creator must have Awakened Heritage (Genesis), *fabricate, make whole, wish or miracle*
Cost 180,000 gp (DC 36)

CROWN OF THE STARS

Aura strong divination **CL** 15th
Slot head and headband **Price** 390,000 gp (DC 39)
Weight 3.5 lbs
This impressive crown is forged from a single golden alloy inlaid with mithral and platinum. The crown resembles some kind of alien squid, with angular, bladed tendrils reaching backwards from the crown of the skull. The Crown of the Stars was once a symbol of Psyren rulership. Ancient Psyren gravesites often hold a single noble interred with her Crown of the Stars and myriad attendants, sacrificed to serve their queen in the afterlife.

While wearing the Crown of the Stars, the character gains telepathy 100 ft, or her existing telepathy range extends by an additional 100 ft. She can scan the surface thoughts of any member of her species of lower social standing or wealth than her. The character cannot be *flat-footed* and receives a +8 insight bonus to her Initiative score while wearing the Crown of the Stars.

Construction
Requirements Craft Wondrous Items, *telepathic bond, moment of prescience*
Cost 195,000 gp (DC 36)

CROWN, TRIPARTITE

Aura strong transmutation **CL** 11th
Slot head and headband **Price** 132,000 gp (DC 35)
Weight 10 lbs
This warhelm is forged from ultra-dense, royal purple chrome. Three short and sharp tines rise from the temples and peak of the skull, with the base of the central tine forming a nose guard for the wearer.

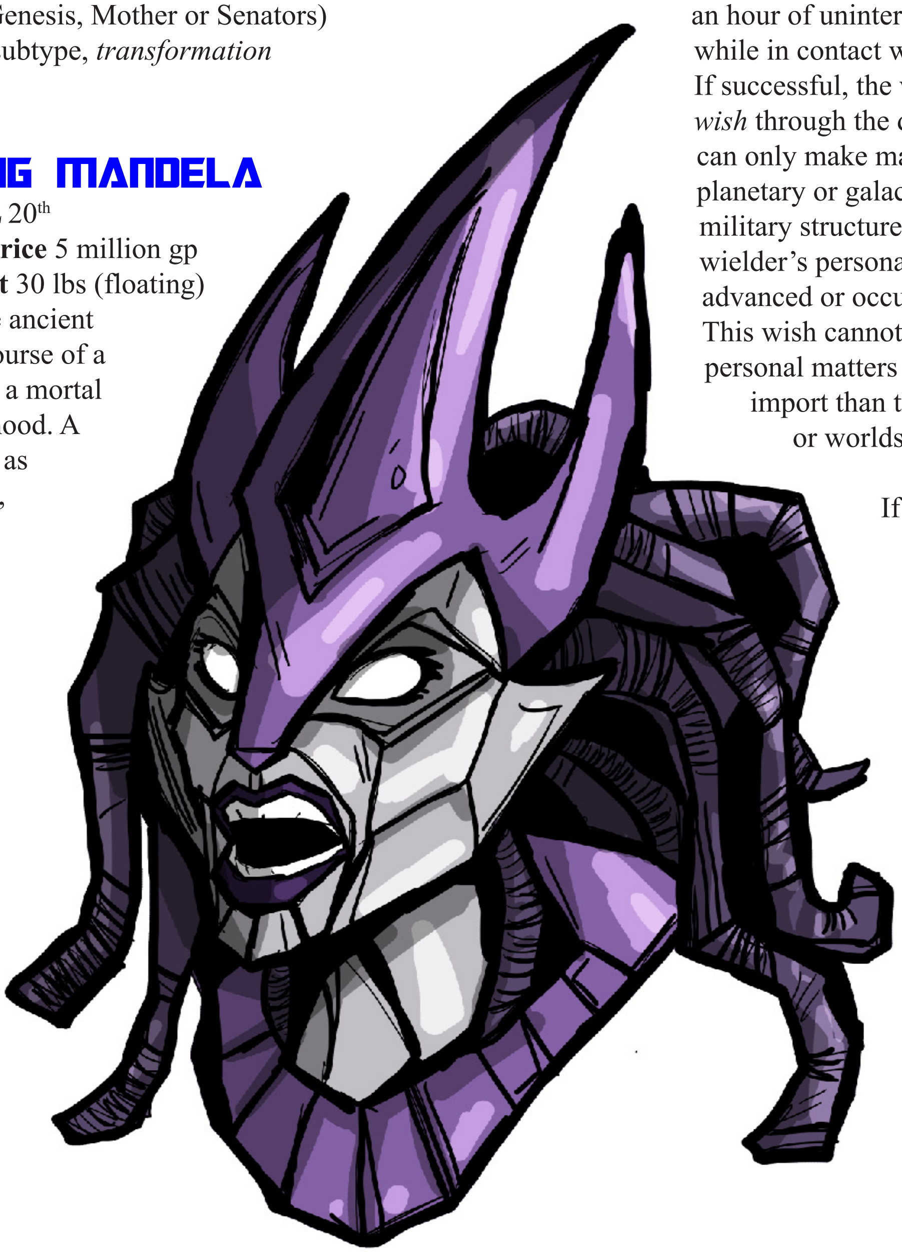
While wearing a Tripartite Crown, the character becomes a master of warfare. The character gains proficiency in Light, Medium and Heavy Armor and with all shields, including tower shields. While wearing a Tripartite Crown, you reduce the arcane armor failure chance of armor worn by 10%.

The wearer also becomes proficient with simple and martial weapons and with one exotic ranged and one exotic melee weapon of choice, which become the wearer's signature weapons. Once chosen, these exotic weapon selections cannot be changed.

Construction
Requirements Craft Wondrous Items, creator must have the Awakened Heritage (Genesis, Mother or Senators) feat or the Battlechanger subtype, *transformation*
Cost 66,000 gp (DC 32)

CROWN, WISHING MANDELA

Aura strong universal **CL** 20th
Slot head and headband **Price** 5 million gp minimum (DC 47) **Weight** 30 lbs (floating)
Possession of one of these ancient artifacts can change the course of a world's history, or elevate a mortal discoverer into near god-hood. A Wishing Mandela is worn as a heavy crown of metallic, yet living eyes, which encircles the wearer's head. The seven rare-earth metal eyes blink and move within the orbits of their metallic housing, and an eighth, larger, crystalline eye rests above the wearer's forehead. If forged by a child of the Mother, the Wishing Mandela is a glittering iridescent green, like a beetle's shell. If forged by a child of the Singular, the Wishing Mandela is jet black and gleams like oil.



It requires an hour of interrupted contact with the Wishing Mandela to attune to the artifact. Once attuned, the wearer gains a new attack form which requires a ranged attack, but otherwise functions like the *disintegrate* spell. Creatures slain by the beam are completely disintegrated; energy resistance and immunity do not apply to damage from this energy beam.

- Disintegrate Beam (10d6* energy, 20/x3, single shot, 100 ft range increment)

The wielder gains Electrical and Force Immunity while attuned. In addition, as often as once per day, the wielder can attempt a DC 29 Spellcraft check; Lifespawn of the Singular or Mother bloodlines gain a +1d6 racial bonus on this check. This check requires an hour of uninterrupted mediation while in contact with the device. If successful, the wielder can cast *wish* through the device. This *wish* can only make major changes to planetary or galactic political or military structures, elevate the wielder's personal status, or conjure advanced or occult technology. This wish cannot be used for purely personal matters or matters of lesser import than the fate of nations or worlds.

If the *wish* is successfully activated, the device's seven outer eyes close for 1d6+1 days; during this time farther *wishes* cannot be accessed during this time. If the check to activate the *wish* fails, all eyes close for this same period; during this time, the Wishing Mandela ceases function entirely.

Construction
Requirements Craft Wondrous Items, creator must have the Awakened Heritage (Mother or Singular) *disintegrate, wish*
Cost at least 2.5 million gp (DC 45)

CYBER-HEART

Aura strong transmutation **CL** 9th
Slot cybernetic implant (heart) **Price** 80,000 gp (DC 33)
Weight 2 lbs
This cybernetic artificial heart is an occult-tech reactor capable of generating more energy than most commercial fusion plants. The device must be installed in a willing cyborg recipient, either through conventional surgery or through a *cyber surgery* spell or similar effect. Once installed in the chest cavity, it replaces the cyborg's organic heart and begins subtly augmenting her cardio-vascular system. The device is completely internal, but once the surgical incisions heal, is visible as a slowly pulsing plasma chakra beneath the skin.

While the Cyber-Heart is installed, the character does not suffer negative levels for Drain and can safely withstand an unlimited amount of Drain (or number of cybernetic implants, in non-Drain campaigns). While piloting any grade of powered armor, the Cyber-Heart interfaces with the powered armor's internal batteries, giving it effectively unlimited runtime.

Construction
Requirements Craft Wondrous Items, *advanced steel, cyber surgery*
Cost 40,000 gp (DC 31)

CYBER-HEART, MAG-LEV

Aura strong transmutation **CL** 12th
Slot cybernetic implant (heart) **Price** 160,000 gp (DC 36)
Weight 2 lbs
A Mag-Lev Cyber-Heart functions much as the same as a standard *Cyber-Heart*, save that the device also generates a powerful electromagnetic aura around the cyborg.

The cyborg gains Electrical Immunity, and gains the ability to fly at 120 ft (good) when within one mile of large amounts of ferrous metal; this drops to 90 ft (average) in primarily natural areas.
Construction
Requirements Craft Wondrous Items, *advanced steel, cyber surgery, military flight, resist energy*
Cost 80,000 gp (DC 33)

CYBER-STRAP

Aura faint transmutation **CL** 1st
Slot varies **Price** 1,000 gp (DC 17) **Weight** negligible
This taut synth-leather band has a dull metal buckle made of the same dense poly-alloy common to external cyber armor, which is laser etched with the logo of a major cybernetics manufacturer.

The wearer can wrap this strap around any body part, occupying a body slot of their choice. This negates the Drain value of a single cybernetic implant in that approximate location. Cyborgs can place multiple Cyber-Straps at various points of their body if so desired. If the cyborg has multiple implants in the same approximate location (such as multiple body mounted organs, or multiple functions in a single arm), the Cyber-Strap negates the Drain value of the most expensive implant.

Construction
Requirements Craft Wondrous Items, *advanced steel*
Cost 500 gp (DC 15)

DATAMINER

Aura strong divination **CL** 11th
Slot none **Price** 56,200 gp (DC 32) **Weight** negligible
This advanced palm top computer can do all the things that years of bad TV CSI shows have told you computers should be able to do with a photograph or fragment of data. Colorful, holographic info-windows flash in the air around the holographic keypad, providing a dizzying array of intel to the user.

The Dataminer functions as an upgraded +5 palmtop computer.

In addition, the user can use any combination of *identify, photomapping* or *reflect the camera* three times per day. Subjects to be *identified* must be first photographed by the Dataminer. Once per week, the user can use *legend lore* on a subject photographed by the Dataminer.

Construction
Requirements Craft Wondrous Items, *dataread, hacker spark, identify, legend lore, photomapping, reflect the camera*
Cost 28,100 gp (DC 29)

DIADEM OF FLAMES

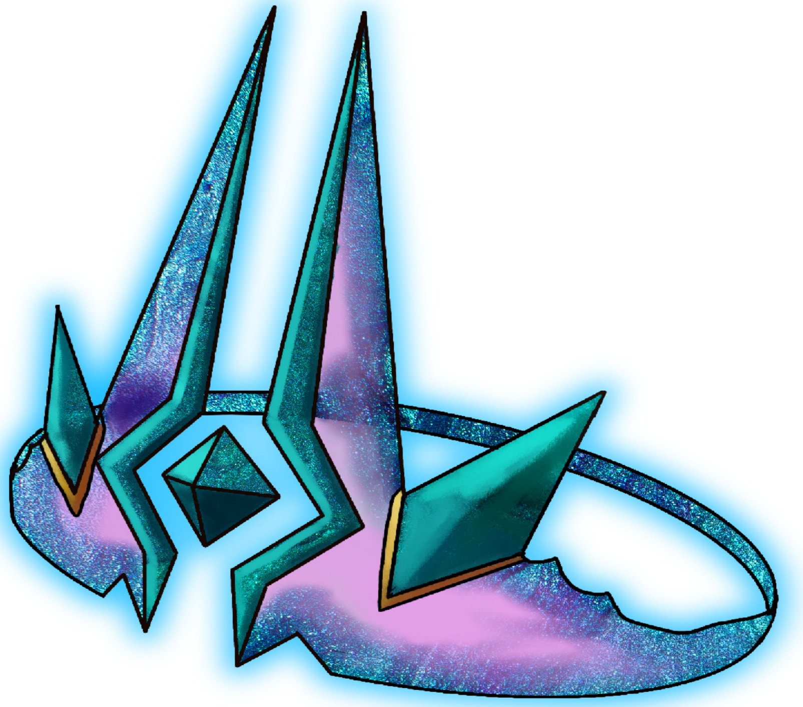
Aura moderate transmutation **CL** 9th
Slot headband **Price** 21,000 gp (DC 29) **Weight** negligible
This slender crown is fire-black wrought iron set with several small rubies and jagged shards of yellow stone. When donned, the wearer's hair becomes a spectacular corona of flame, normally cool, but flaring to star heat when she fights. (Anthros who don this item have a thin layer of cool flame appear over their pelt.)

While wearing the Diadem of Flames, the wearer gains the Fire subtype, gaining Fire Immunity but becoming Vulnerable to Cold. In addition, the wearer's natural weapons and unarmed strikes gain the *flaming* property.

Similar Items

Other elemental Diadems have the same creation requirements and cost. One example is the *Diadem of Ice*, which is a silver tiara bedecked with sapphires, which steams in the air due to its primal chill. It grants wearers the Cold subtype, and applies the *frost* property to their unarmed strikes and natural attacks.

Construction
Requirements Craft Wondrous Items, *elemental body II*
Cost 10,500 gp (DC 26)



DIADEM, DIMENSIONAL

Aura strong conjuration **CL** 13th
Slot headband **Price** 63,000 gp (DC 32) **Weight** negligible
This delicate silver diadem terminates in a Y-shaped two-tined fork that rises from the crown of the wearer's brow. The metal is silver, but has a faint blue, ghostly luminescence, like a color the humanoid eye can't quite see.

The Dimensional Diadem allows the wearer to use *dimension door* at will. Once per day, the wearer can cast *greater teleport* though the gem. The wearer can bring up to two Medium or smaller creatures, who muste be in physical contact with the wearer when teleporting in this manner.

Special: Only canine Anthros, Shippers, Genehounds and other doglike or wolflike creatures can gain any benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *dimension door, greater teleport,* creator must either be a canine Anthro or similar creature, **or** possess 10+ ranks in either Knowledge (physical sciences) or Knowledge (the planes)
Cost 31,500 gp (DC 30)

DOG TAGS, LUCKY

Aura faint abjuration **CL** 3rd
Slot neck **Price** 1,230 gp (DC 18) **Weight** negligible
These ordinary aluminum dog tags have the holy symbol of the wearer's faith scratched crudely into one side, probably with a pocket knife in an idle moment.

The Lucky Dog Tags provide the character with a +1 resistance bonus on all saving throws. If the wearer suffers a critical hit that would reduce them to 0 HP or fewer, they can choose to destroy the lucky dog tags as an immediate action. Doing so negates the critical hit, turning it into an ordinary hit.

Similar Items

Lucky Scripture takes up no item slot, and is a small, military-issued pocket Bible or similar holy text. The Lucky Scripture provides a +2 resistance on all saving throws, and can be sacrificed to negate a critical hit in the same manner. Lucky Scripture has a purchase price of 2,230 gp (DC 21).

Lucky Zippo is an engraved silver Zippo lighter. It takes up no item slot, and provides a +1 resistance bonus on all saving throws. The owner can sacrifice the Lucky Zippo to force the attacker to re-roll their critical confirmation roll. The Lucky Zippo has a purchase price of 1,500 gp (DC 19).

Construction
Requirements Craft Wondrous Item, *shield of faith*
Cost 615 gp (DC 16)

DOG TAGS, MPH

Aura faint enchantment **CL** 3rd
Slot neck **Price** 1,500 gp (DC 19) **Weight** negligible
These brushed aluminum dog tags declare a code name and service number as well as a military project or mission designator, and no other information. They are often worn by Military Post Humans, and rogue MPH typically collect them from executed rivals as a battle trophy.

While wearing a MPH Dog Tag, a Military Post-Human gains an additional MPH Racial Skill selection as a bonus racial trait.

Special: MPH Dog Tags only provide their listed benefit to Military Post-Humans. Multiple sets of MPH Dog Tags can be worn simultaneously, even though they all occupy the neck slot. In this case, each MPH Dog Tag worn provides access to a different MPH Racial Training selection.

Construction
Requirements Craft Wondrous Items, *gallant inspiration*

Cost 750 gp (DC 17)

DOG TAGS, MUTANT

Aura faint transmutation **CL** 3rd
Slot neck **Price** 3,000 gp (DC 22) **Weight** negligible
Rather than legible text printed on these black metal dog tags, there is a complex DNA profile mapped out in gilded, raised lettering with a scannable QR code providing machine access to the same data.

When worn by any creature with the Mutant subtype, the character gains a +2 resistance bonus on FORT Saves. Once per day, as a swift action, the wearer can ignore the additional damage from any weapon with the Mutant-bane property. Mutant Dog Tags have no effect if not worn by a character with the Mutant subtype.

Construction
Requirements Craft Wondrous Items, *bear's endurance*
Cost 1,500 gp (DC 19)

Dog Tags, Spacer's
Aura faint conjuration **CL** 3rd
Slot neck **Price** 650 gp (DC 16) **Weight** negligible
These dog tags are made from a durable white plastic machine printed with raised metallic black ink. The chain is made of the same sturdy polymer.

Wearing Spacer's Dog Tags provide the character with a +2 competence bonus on Pilot checks. You can break the dog tags as a standard action to cast *emergency space suit* upon yourself, with a 3 hour duration.

Construction
Requirements Craft Wondrous Items, *emergency space suit*, creator must have 3 ranks in Pilot
Cost 325 gp (DC 14)

DROID FORCE HOVERSKIRT

Aura faint transmutation **CL** 6th
Slot belt and feet **Price** 24,000 gp (DC 29)
Weight 25 lbs (medium)
This occult-tech mechanical component is the epitome of retro-futursitic. It is a heavy rubber skirt designed to function as part of a pneumatic hover-system that merges with a wearer's lower body to enable superior maneuverability. In addition, the wearer can activate a powerful vacuum within the hover skirt, to lock themselves to the ground with unbreakable suction.

When mounted to a Star Droid or Battlechanger, this item reduces the wearer's base land speed to 30 ft (for a Medium wearer), if it is greater. While this item is equipped, the character cannot make acrobatics checks to jump. However, the wearer gains a Flight speed of 60 ft (average) and the ability to Hover without the need for a check. As a standard action, the wearer can 'suction' themselves to solid ground. Doing so renders them immune to bullrush, trip and reposition attempts. This effect ends if the wearer chooses to move from the spot.

The Droid Force Hoverskirt remains attached, but becomes inactive when a Battlechanger wearer assumes its alt-mode.

Special: Only a Star Droid or Battlechanger can equip a Droid Force Hoverskirt.

Construction
Requirements Craft Wondrous Items, creator must be a Star Droid or Battlechanger, *levitate*
Cost 12,000 gp (DC 26)

ECCENTRIC DVD

Aura faint illusion **CL** 1st
Slot none **Price** 150 gp (DC 11) **Weight** negligible
Eccentric DVDs can be found for sale at both magical and mundane markets. Outwardly, it looks like a bootleg DVD in a slimline plastic case; the cover art looks a crudely Photoshopped movie poster that gets more than a few aspects of the movie wrong.

Each sunset the DVD's contents and odd cover art change. It becomes a new, randomly chosen film, probably something currently in theaters, but occasionally something older or more obscure.

Construction
Requirements Craft Wondrous Item, *silent image,* creator must be chaotic
Cost 75 gp (DC 8)

ENGINEER'S KIT BAG

Aura faint transmutation **CL** 3rd
Slot none **Price** 2,500 gp (DC 21) **Weight** 25 lbs
This bulky Kevlar and canvas duffle bag is a dingy grey (it used to be white, probably) and is covered with command patches from dozens of different starships, some military, some civilian, some on the right side of galactic law, and some obviously illegal. From the way it rattles, half a junkyard is stuffed inside.

A character who has the Engineer's Kit Bag handy receives a +5 competence bonus on Craft (mechanical), Craft (electronic) and all Craft checks made to build or repair starships, mecha or their components. Further, each Engineer's Kit Bag has a single narrow focus and receives a +10 competence bonus on those checks with tasks related to that focus. Examples of a specific focus include:

- Communications and sensor systems
- Sublight propulsion systems
- Warp drive maintenance
- Weapons maintenance.

Construction
Requirements Craft Wondrous Items, *make whole*, creator must possess the Gear Head feat
Cost 1,250 gp (DC 18)

EXTERNAL ATTACK BARRIER

Aura faint abjuration **CL** 5th
Slot neck **Price** 28,000 gp (DC 29) **Weight** 2 lbs
Resembling a wide white plastic collar slightly thicker than a man's finger, this device attaches to hard points on the neck of a cyborg with an installed neuro-computer.

Only a creature with an Onboard Computer cybernetic implant (or similar natural device) can benefit from an External Attack Barrier. While this device is worn around the neck, the character cannot be cyber-hacked.

Construction
Requirements Craft Wondrous Items, *nondetection,* creator must have 5 ranks in Computer Use
Cost 14,000 gp (DC 27)

FUELON DISTILLERY

Aura strong evocation **CL** 11th
Slot none **Price** 1 million gp (DC 42) or more **Weight** architectural feature weighing around 1.5 tons
Battlechangers treat Fuelon as more than simple fuel – it can be a gourmet meal or a fine spirit, all in one. Fuelon dispensaries are a center of culture and entertainment for Battlechangers, and the best serve double duty as pan-species bars or restaurants, where organics as well as Battlechangers can 'refuel'. A techno-occult Fuelon Distillery, which can synthesize huge amounts of Fuelon from ambient cosmic energy and common compounds, is the centerpiece of most Battlechanger bars. With a skilled chemist-slash-bartender at the controls, Fuelon can be produced in an endless variety of flavors, which take the form of a rainbow of luminous liquids kept in long magnetic-field bottles.

Each day, the user can attempt a DC 20 Knowledge (earth and life sciences) check to activate the Distillery. This check requires 10 minutes. Doing so produces a number of doses of Fuelon equal to 10 + the check result. Each dose of Fuelon functions identically to a ***Lesser Fuelon Crystal***, save that it comes in liquid form. Unused doses of Fuelon can be stored indefinitely, and the Fuelon Distillery can contain up to 400 doses of liquid Fuelon in its magnetic bottles.

If a Fuelon Distillery has zero doses stored (as it would when first installed), the user must prime the system by expending 2d4 Greater Fuelon Crystals (or corresponding Lesser Fuelon Crystals) before the device is first used. The system must be primed again if all stored doses are expended.

Construction
Requirements Craft Wondrous Items, *mass fuelon charge*, creator must be a Battlechanger
Cost 500,000 gp (DC 39)

FURGONOMIC DESIGNER

Aura faint transmutation **CL** 3rd
Slot none **Price** 4,300 gp (DC 23) **Weight** 1-2 lbs
This slim-line laptop has contours designed to easily slip into pawed hands. Loaded into the hard-drive are occult-tech design programs intended to make the devices of the modern world more comfortable for Anthros in all their myriad forms.

The Furgonomic Designer is acts as an upgraded (+2) laptop computer. In addition, the owner can use the device to cast *custom fur-nishings* up to three times per day as a full round action.

Construction
Requirements Craft Wondrous Items, *custom fur-nishings*
Cost 2,150 gp (DC 21)

GAMBESON

Renaissance knights wore a thick, padded gambeson (or arming doublet) beneath their heavy armor to increase their comfort in the steel a little bit, and provide an extra margin of protection. Modern powered armor pilots wear similar gambesons- high-tech, Kevlar-woven, breathable fabric shirts- beneath their own ultra-tech plate. Modern gambesons are tightly fitted, long-sleeved tunics that fully enclose the torso.

Similar Items

Gambeson can also be crafted as *tabard* for powered armor instead. These durable armor-weave tunics are dyed in bright heraldic motifs and incorporate instantly recognizable iconic images and colors. Armored pauldrons attach to the armor's shoulder plates magnetically to secure an armored tabard. While a tabard is worn outside powered armor, and a gambeson is worn beneath, both versions of the items occupy the body slot and function pretty much identically.

GAMBESON, BODY INTELLIGENCE

Aura faint transmutation **CL** 3rd
Slot body **Price** 3,300 gp (DC 22) **Weight** 1-2 lbs
This body-hugging black gambeson has an inner layer woven with neural interface circuits that read the subtle pre-movements of the pilot's musculature, vastly increasing their powered armor's reaction time.

When worn with any grade of *powered armor*, the Body Intelligence Gambeson provides the wearer with a +2 competence bonus on REF Saves.

Similar Items
The thickly ribbed, grey and crimson ***Body Augmentation Gambeson*** and is constructed using *bear's endurance*. Nutrient drips and self-adjusting pressure pads protect vital organs and reduce fatigue. The wearer gains +2 temporary Hit Points per HD when wearing this gambeson.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 1,650 gp (DC 19)

GAMBESON, FLIGHT GUIDANCE

Aura strong transmutation **CL** 10th
Slot body **Price** 21,600gp (DC 29) **Weight** 1-2 lbs
This pale blue gambeson has a white glyph, like a bird in flight, on one breast.

When worn with any grade of powered armor, the wearer gains a +4 competence on Fly checks, and does not apply their armor's check penalty on Fly checks.

Once per day, if the powered armor is not already flight capable, the wearer can call upon the Flight Guidance Gambeson to grant themselves and the armor a Flight speed of 500 ft (good) for up to ten minutes. If the powered armor possesses an existing flight speed, the Flight Guidance Gambeson can increase it by 500 ft (and to good) for the spell's duration.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 10,800 gp (DC 26)

GAMBESON, FORTIFICATION

Aura strong abjuration **CL** 13th
Slot body **Price** 1,500 gp (DC 19) **Weight** 1-2 lbs
This reinforced, black and violet spider-silk gambeson is heavily layered, and incorporates slip-in ceramic and plastic trauma plates, making it very much a bulletproof vest worn under powered body armor.

When worn with any grade of powered armor, the Fortification Gambeson provides the armor with the *light fortification* armor property. If the powered armor already has any Fortification property, when worn with this gambeson, it improves by one step, to a maximum of *heavy fortification.*

Construction
Requirements Craft Magic Arms and Armor, *limited wish*
Cost 750 gp (DC 17)

GAMBESON, PROTECTIVE

Aura faint abjuration **CL** 3rd
Slot body **Price** 1,500 gp (DC 19) **Weight** 1-2 lbs
This slick, rubbery blue and white gambeson is multiple layers of armor-weave fiber with a layer of viscous, impact dissipating gel between.

When worn with any grade of *powered armor,* the Protective Gambeson grants the wearer a +1 enhancement bonus to their armor class, which stacks with any existing enhancement bonus on the armor, to a maximum of +5.

Construction
Requirements Craft Magic Arms and Armor, *mage armor or shield*
Cost 750 gp (DC 17)

GASMASK, DRAGON'S BREATH

Aura moderate conjuration and evocation **CL** 7th
Slot head **Price** 11,400 gp (DC 26) **Weight** 2 lbs
This modern military gas-mask has enlarged, oblate filter canisters painted a gleaming, metallic red. Flammability warnings written in an ancient draconic script in black ink decorate the left-most filter canister.

While wearing the Dragon's Breath Gasmask, the character becomes immune to inhalation poisons and disease. Once per day, the wearer the wearer can breathe out a 30 ft cone of fire that inflicts 7d6 fire damage (REF DC 14 half).

Construction

Requirements Craft Wondrous Items, *fireball, neutralize poison*

Cost 5,700 gp (DC 24)

GASMASK, FORENSIC

Aura moderate conjuration **CL** 7th

Slot head **Price** 9,200 gp (DC 25) **Weight** 2 lbs

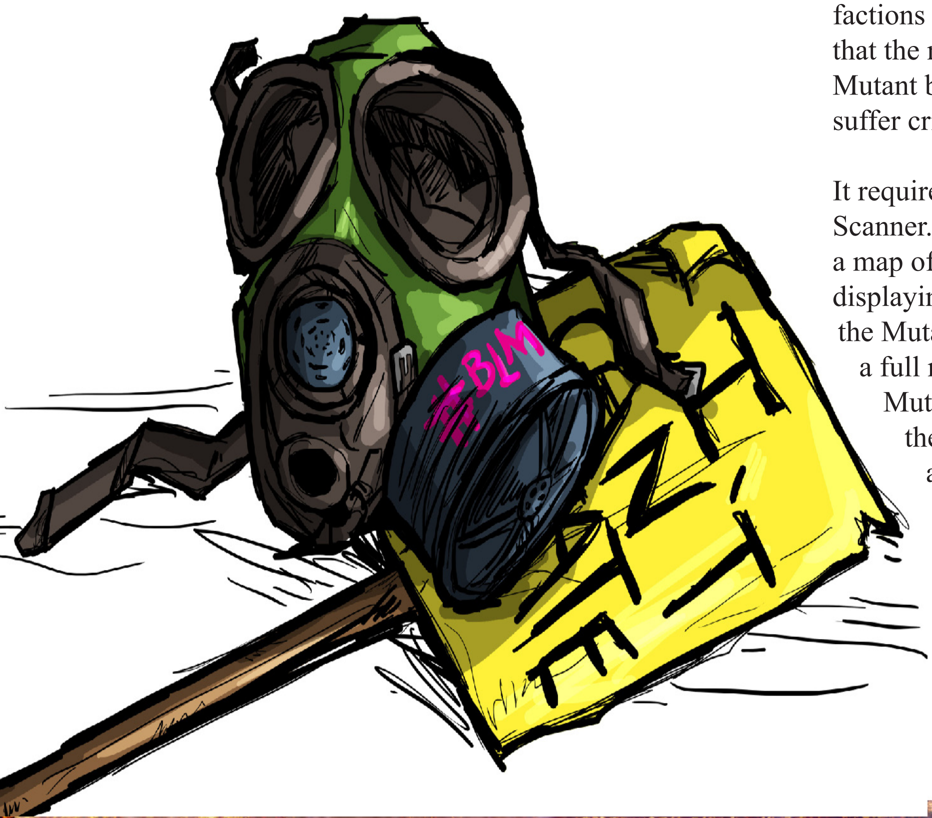
This slim, black rubber gas mask is fed from a tiny oxygen tank and filter system built into a walk-man sized belt unit.

While wearing the Forensic Gasmask, the character becomes immune to inhalation poisons and disease. In addition, the wearer gains a +5 competence bonus on Heal and Perception checks made to forensically examine a corpse. Though protected by the airtight mask, the wearer gains the *scent* special quality, and can detect the presence of any buried corpse within 90 ft as per the *gravelight* spell. In this case, the information is conveyed via scent cues rather than visual cues.

Construction

Requirements Craft Wondrous Items, *neutralize poison, gravelight*

Cost 4,600 gp (DC 23)



GASMASK, LIBERATOR'S

Aura strong evocation **CL** 7th

Slot head **Price** 13,400 gp (DC 27) **Weight** 2 lbs

This battered military surplus gasmask, probably of Vietnam or Korean War vintage at best, has been painted with protest slogans using tempera paint and nail polish. This gasmask is a potent occult weapon against unjust authority.

While wearing the Liberator's Gasmask, the character becomes immune to inhalation poisons and disease. While in an area filled with any form of inhalation poison, the Liberator's Gasmask bestows the *anarchic* and *holy* properties upon the wearer's unarmed strikes, natural weapon attacks, and improvised weapons attacks.

Construction

Requirements Craft Wondrous Items, *chaos hammer, holy smite, neutralize poison*

Cost 6,700 gp (DC 24)

GLOBAL GENE SCANNER

Aura strong divination **ML** 20th

Slot none **Price** 5 million gp + (DC 47) **Weight** architectural feature – usually 3-4 tons

The Mutant Rescue undergrounds uses highly classified psi-technology to discover young Mutants as their powers emerge at puberty, and pull them out of the fire. The Global Gene Scanner is a powerful, high gain genetic sensor wired to a supercomputer the size of a master bedroom, interfaced by a telepathic neural tap that feeds information directly into the user's consciousness. The only reason anti-mutant factions haven't reverse engineered the technology is that the neural interface only 'handshakes' smoothly with Mutant brain tissue – humans attempting to use the device suffer crippling migraines, at best.

It requires one hour to initiate a scan with a Global Gene Scanner. When this scan is complete, the device displays a map of a single continent or planetary region of choice, displaying the exact, current position of all creatures with the Mutant subtype, accurate to within roughly 30 ft. As a full round action, the user can concentrate on a single Mutant detected by the Global Gene Scanner to refine the scan. Doing so displays that Mutant's Hit Dice and any other subtypes possessed by the creature and establishes an teleport beacon using *anchored navigation* at the nearest open space within 30 ft of the Mutant.

Mutants who are aware of the possibility that they are being scanned can resist with a DC 30 WILL Save; success renders them immune to detection by a particular Global Gene Scanner for 24 hours.

Similar Items

There are rumors of similar devices which have a pan-galactic range rather than planetary range. These legendary, restricted devices are worth billions, and are usually enconsced in dedicated facilities the size of small universities, rather than single rooms. Variant Global Gene Scanners exist that detect subtypes other than Mutant, which modifies their creation requirements accordingly.

Construction
Requirements Craft Magic Arms and Armor, creator must have both the Mutant and Psionic subtypes, *anchored navigation, detect mutants, psychic tracking*
Cost 2,5 million gp (DC 45)

GLOVES, GUITAR GOD'S

Aura faint divination **CL** 1st
Slot hands **Price** 2,500 gp (DC 21) (lesser); 10,000 gp (DC 25) (greater) **Weight** negligible
These fingerless black leather gloves have blunt silver studs arranged in a Satantic pentacle on the back of the palms.

While wearing these gloves, you receive a +5 competence bonus on Perform (stringed) checks (lesser) or a +10 competence bonus on Perform (stringed) checks (greater).

Similar Items

Various items offer similar bonuses to different kinds of Perform checks, and some might occupy different body slots. Some examples include:

- ***Punk's Stud*** – a golden nose or lip piercing that provides a bonus on Perform (sing) checks and occupies the *head* slot.
- ***Drummer's Gloves*** – bright, primarily colored fingerless gloves, which provide a bonus on Perform (percussion) checks that occupies the *hands* slot.
- ***Bluesman's Hat*** – a rather worn black fedora which provides a bonus on either Perform (sing) or Perform (wind) checks and occupies the *head* slot.
- ***Breakdancer's Kicks*** – retro high-top sneakers that provide a bonus on Perform (dance) checks and occupy the *feet* slot.

Construction
Requirements Craft Wondrous Item, *play instrument*
Cost 1,250 gp (DC 18) (lesser); 5,000 gp (DC 23) (greater)

GLOVES, LAST SHOT

Aura strong psycoportation **ML** 11th
Slot hands **Price** 37,000 gp (DC 31) **Weight** negligible
When you've got one bullet left in the chamber, you gotta make it count. These grey and red faux-leather shooter's gloves give the kind of precision that Marine Corps snipers would envy.

When you make a ranged attack roll with a ranged weapon for which you have only one remaining bullet, arrow or other projectile (or charge for energy weapons), you gain a +20 competence bonus on the attack and this attack ignores Armor Class bonuses from cover (but not total cover) as well as range increment penalties. This attack ignores the miss chance for concealment, but not total concealment. Last Shot Gloves function once per day.

Construction
Requirements Craft Wondrous Items, *flexible trajectory, true strike*
Cost 18,500 gp (DC 28)

GLOVES, PATDOWN

Aura faint divination **CL** 1st
Slot hands **Price** 1,000 gp (DC 17) **Weight** negligible
The finger tips of these otherwise matte black, ultra-light nylon gloves are hazard yellow.

Patdown Gloves provide the wearer with a +10 bonus on Perception checks to find or spot a concealed weapon or object hidden on another creature. These gloves do not provide a benefit on other Perception checks.

Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in Perception
Cost 500 gp (DC 15)

GLOVES, SPACE CORSAIR'S

Aura faint transmutation **CL** 3rd
Slot hands **Price** 3,500 gp (DC 22) **Weight** negligible
These long, flared swashbuckler's gloves are a rich crimson, trimmed with gleaming gold. A smooth disk of some claret alien gemstone decorates the back of each hand, attached to the glove with delicate gold wire.

The Space Corsair's Gloves provide any one-handed energy weapons wielded by the wearer with infinite ammunition and multiplies their range increment by x10 while in zero gravity conditions.

Construction
Requirements Craft Wondrous Items, *infinite ammunition, star ranging*
Cost 1,750 gp (DC 20)

GOGGLES, ADVENTURING

Aura faint divination **CL** 5th
Slot eyes **Price** 7,500 gp (DC 25) **Weight** negligible
These goggles have small, squared-off lenses are held in place by hard, grey plastic and rubber frames. When the wearer uses the goggles' powers, glowing symbols and glyphs appear in the glass, like an occult HUD.

While wearing Adventuring Goggles, the character can use *know direction* at will. The character may use any of the following abilities, in any combination, up to three times a day: *detect animals or plants, detect magic, detect injured, detect poison, detect radiation, detect secret doors, detect snares and pits*. Finally, the wearer may use *locate object* once per day.

Construction
Requirements Craft Wondrous Items, *detect animals or plants, detect injured, detect magic, detect poison, detect radiation, detect secret doors, detect snares and pits, know direction, locate object*
Cost 3,750 gp (DC 22)

GOD BANNER

Aura various **CL** 10th
Slot none **Price** various **Weight** 15-25 lbs
All God Banners are carried on a long shaft of precious star-metals, crested with outstretching designs resembling splayed wings or all-conquering glyphs. A long banner woven from nearly indestructible fabric glows with its own internal light and displays the heraldry of a great Lifespawn nation or particularly powerful bloodline.

God Banners function identically to *lord's banners,* described in the *Advanced Player's Guide.* Some specific types of God Banners found throughout the Multiverse include:

Geneclot Banner

Often carried by Lifespawn of the Mother and Nemesis bloodline, this God Banner surges with life-giving energy. All Lifespawn allies within 60 ft of the Geneclot Banner, and who can clearly see it, gain Fast Healing 5. This Fast Healing is suppressed by natural weapon attacks or unarmed strikes made by creatures with the Lifespawn subtype.

Nemesis Banner

This banner is carried by powerful Nemesis-spawn warriors, and is always woven from dark fabrics in oceanic colors. All non-Lifespawn allies within one mile of the banner are treated as if possessing the Awakened Heritage (Nemesis) feat as long as they see the banner at least once per day.

Similar banners, carried by other bloodlines exist, with identical pricing and construction requirements.

Star Fusion Banner

Once per day, a Lifespawn can stamp this God Banner on the ground as a standard action, creating a burst of flame that inflicts 10d6 fire damage to all creatures and objects within a 100 ft radius. This area is considered *intensely radioactive* for 1d6 rounds after the explosion, and this area is affected as if by *daylight* for the same duration. The God Banner's wielder as well as their allies are unaffected by the explosion and lingering radioactivity.

Construction
Requirements Craft Wondrous Items, creator must be Lifespawn, *spells listed in table*
Cost various

God Banner Type	Spell Required	God Banner Price	God Banner Cost
Geneclot Banner	*mass cure light wounds*	50,000 gp /DC 29	25,000 gp /DC 31
Nemesis Banner	*polymorph*	36,000 gp /DC 30	18,000 gp /DC 28
Star Fusion Banner	*daylight, fireball* or *flamestrike*	18,000 gp /DC 28	9,000 gp /DC 25

THE GOD-SISTER'S EYE

Aura strong divination **CL** 12th
Slot body **Price** 108,000 gp (DC 34)
Weight 5 lbs
In mortal hands, this heavy silver amulet resembles a plate-sized sculpture of a slumbering eye. The eye opens, revealing a luminous crimson sclera and intensely staring silver pupil.,

which occasionally moves as if actually alive. Bonded to the proper armor, this mystical eye is ever vigilant and becomes an integral part of the body armor.

The God-Sister's Eye must be bonded to any magical armor with "God-" as a prefix (*Godchain, Godraiment, Godscale* and *Godweave* in this sourcebook) in order to function. The God-Sister's Eye bonds with the chosen armor and cannot be stolen or sundered until the armor is removed, at which point the amulet separates from the bonded armor.

While bonded, the God-Sister's Eye provides the wearer with a +4 insight bonus on Initiative checks and a constant *true seeing* effect. When providing the initiative bonus, the God-Sister's Eye whispers urgent warnings to the wearer in a faint, feminine voice.

Construction
Requirements Craft Wondrous Items, *true seeing,* creator must have the Lifespawn subtype
Cost 54,000 gp (DC 32)

GOGGLES, COMBAT DATA

Aura strong divination **CL** 6th
Slot eyes **Price** 26,400 gp (DC 29) **Weight** 1 lb
Combat Data Goggles are bulbous yellow visors, similar to those worn by engineers and astronauts throughout the galaxy. These arcano-tech devices are programmed to assist warriors in not only taking down their enemies but also identifying xeno-tech they come across.

Combat Data Goggles provide the wearer with a +1 enchantment bonus on ranged attack rolls while worn.

Additionally, the wearer may *See Invisibility* for up to one hour per day; this power may be activated as a swift action. The duration need not be consecutive, but must be used in at least 1 minute increments per activation.

The wearer can use *Identify* once per day.

Construction
Requirements Craft Wondrous Item, *identify, see invisibility, true strike*
Cost 12,200 gp (DC 26)

GOGGLES, DEAD EYE TARGETER

Aura faint clairsentience **CL** 5th
Slot eyes **Price** 8,000 gp (DC 25) **Weight** negligible
These asymmetrical goggles consist of one small, transparent lens that is only designed to project a basic HUD on the user's field of vision. The other lens is an enclosed monocle that fits tightly to the temple and fully encloses the eye. This lens glows brightly, a set of targeting crosshairs superimposed on the polymer lens.

While wearing a Dead Eye Targeter, you may manifest *inevitable strike* as a swift action to gain a +5 insight bonus on your next ranged attack roll. Once per day, you may manifest this ability as a standard action to gain a +20 insight bonus on your next ranged attack roll. Neither ability can be manifested to benefit melee attack rolls.

Construction
Requirements Craft Magic Arms and Armor, *inevitable strike*
Cost 4,000 gp (DC 23)

GOGGLES, FLIGHT

Aura moderate transmutation **CL** 5th
Slot eyes **Price** 30,000 gp (DC 30) **Weight** 2 lbs
This pair of round-lensed pilot's goggles date back to before WWII. Bulky leather, steel and glass, resembling something out of an old pulp adventure story, they make even the clumsiest flier into a hero of the blue skies.

Flight Goggles increase the wearer's existing flight speed by +60 ft, and increase the wearer's maneuverability by one category. These goggles offer no benefit to a creature that is not capable of flight.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 15,000 gp (DC 27)

GOGGLES, GADGETEER

Aura faint transmutation **CL** 5th
Slot headband or eyes **Price** 6,400 gp (DC 24) **Weight** negligible
These simple welding goggles, often worn pushed up on the forehead, have pale blue plastic frame.

Gadgeteer Goggles can be worn either over the eyes or in the headband slot and function identically in either case. While wearing Gadgeteer Goggles, the character gains a +6 competence bonus on all Craft checks, and can use the Craft skill at no penalty even without proper tools or raw materials. The character can use improvised tools and salvaged junk to complete Craft projects; the finished items function normally but usually have a haphazard, jury-rigged look.

Construction
Requirements Craft Wondrous Items, *make whole,* creator must have 5 ranks in Craft (mechanical or electronic)
Cost 3,200 gp (DC 22)

GOGGLES, LOVER'S

Aura faint enchantment **CL** 1st
Slot eyes **Price** 2,000gp (DC 10) **Weight** negligible
These big, face-concealing pink, heart shaped sunglasses have thin golden frames.

While wearing Lover's Goggles, the character can attempt a DC 10 Sense Motive check to determine a sentient creature's sexual orientation, as well as get a general idea of their sexual desires and romantic preferences. This check can be attempted once per round.

While wearing Lover's Goggles, you can use *Glam Guise* at will, as a first level caster.

Construction
Requirements Craft Wondrous Items, *glam guise*, creator must be bisexual
Cost 1,000 gp (DC 18)

GOGGLES, MAD SCIENCE

Aura faint abjuration **CL** 5th
Slot eyes **Price** 8,200 gp (DC 25) **Weight** 2 lbs
Some versions of this item are steampunk spectacles with heavy brass frames and an array of lenses that can be flipped and folded into place. Others are heavy mirrored black protective goggles that would not look out of place at Los Alamos. Either version keep the eyes safe from ultra-energy hazards.

Mad Science Goggles provide the wearer with a +4 bonus on FORT Saves to resist radiation. The wearer can see a flickering aura around any object that is irradiated, or any object powered by nuclear processes, and can gauge the item or creature's degree of radioactivity.

Construction
Requirements Craft Wondrous Items, *detect radiation, resist energy*
Cost 4,100 gp (DC 23)

GOGGLES, MIRRORSHADES

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 2,800 gp (DC 21) **Weight** negligible
These wide, wrap-around, obsidian gloss sunglasses have a look that is simultaneously threateningly futuristic and vaguely retro.

While wearing Mirrorshades, the character gains a +4 luck bonus on Initiative checks in urban or artificial environments between the hours of sunset and sunrise. In addition, the character is treated as possessing the Quick Draw feat with any one handed firearm or energy weapon during these hours. Mirrorshades provide no benefit in a natural setting or during daylight hours.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 1,400 gp (DC 19)

GOGGLES, OUTLAW JOURNO

Aura strong divination **CL** 15th
Slot eyes **Price** 36,000 gp (DC 30) **Weight** negligible
The lenses of these high-tech, augmented reality glasses are always mismatched: two different shapes, two different lens colors. The occult-tech onboard computer has the power to back up the glasses' brash, uncompromising style. They're effectively a wearable super-computer with more data-mining power than the NSA.

Outlaw Journo Goggles function as a ***+3 palmtop computer,*** and everything the wearer sees and hears is instantly backed up to the goggles' cloud-based storage medium. The wearer can use *dataread* and *electronic inventory* at will, and may use any combination of *deep scan, identify subject reflect the camera,* and *photo-mapping* up to five times per day.

Construction
Requirements Craft Wondrous Items, *dataread, deep scan, electronic inventory, eye cameras, hacker spark, identify subject, photo-mapping, reflect the camera*
Cost 18,000 gp (DC 28)

GOGGLES, PSI-BLAZE

Aura faint psychokinesis **ML** 9th
Slot none **Price** 18,000 gp (DC 28) **Weight** negligible
These neon-pink wrap around goggles have the bulky, squared off style of a pair of ultra hip skate glasses. These goggles augment and magnify the psi-potential of energy manipulators, and anyone wearing these goggles is probably a high-voltage superhuman.

While wearing the Psi-Blaze Goggles, the character is treated as if possessing *Favored Energy* (electricity or fire). In addition, the goggles bestow a unique variant of the *Thundering Power* feat upon the wearer, called *Blinding Power*. When activating a psionic power that deals damage of the wearer's chosen Favored Energy, the wearer can choose to also activate the Blinding Power feat. This ability functions as Thundering Power, but the subject is *blinded* rather than *deafened*, and the increased psionic power point cost is +4 pp, rather than +2 pp.

Construction

Requirements Craft Wondrous Items, Favored Energy (electricity or fire)
Cost 9,000 gp (DC 25)

GOGGLES, RESCUE

Aura faint divination **CL** 1st
Slot eyes **Price** 2,750 gp (DC 21) **Weight** negligible
Rescue Goggles are mirrored, red glass protective goggles that completely cover the wearer's eyes and bridge of their nose.

While wearing Rescue Goggles, the wearer benefits from a constant *deathwatch* and *detect injured* effect, both of which have a 30 ft conical area of effect.

Construction
Requirements Craft Wondrous Items, *deathwatch, detect injured*
Cost 1,375 gp (DC 19)

GOGGLES, RUNNING

Aura faint transmutation **CL** 5th
Slot eyes **Price** 12,000 gp (DC 26) **Weight** negligible
These tightly fitted goggles are breathable black nylon and leather with wide, translucent amber lenses with little distortion. These goggles are usually worn pushed up on the forward, dropped for use only when the wearer wants to run.

Three times per day, the wearer can push down the Running Goggles as an immediate action to cast *animalistic dash* upon themselves as a swift action. The Running Goggles cannot activate within one minute of a previous activation.

Special: Only an Anthro, True Beast or other animalistic being can benefit from this magic item.

Similar Items

Some modern, hipster Anthros wear a tight-fitting t-shirt with the cover image of the Dr. Suess children's book, *"Go, Dog, Go!"* silkscreened on. This enchanted t-shirt occupies the body slot but has otherwise identical statistics and construction requirements. It's a favorite of canine Anthros with a taste for superspeed maneuverability.

Construction
Requirements Craft Wondrous Items, *animalistic dash,* creator must be an Anthro, True Beast or similar creature
Cost 6,000 gp (DC 24)

GOGGLES, SHIPPER'S

Aura faint transmutation **CL** 5th
Slot eyes **Price** 8,000 gp (DC 25) **Weight** ½ lb
These bulbous, futuristic goggles, with bulging golden polymer lenses are extremely common among Shipper crews just because they're so damn useful. Many Shipper starship captains present these goggles to particularly clever Shipper kids when they come of age and formally join a crew.

While wearing Shipper's Goggles, the character treats all non-artistic Craft skills as class skills and gains a +1 insight bonus on these checks. For example, the wearer would gain a bonus on Craft (mechanical) or Craft (cybernetics) checks, but not on Craft (sculpture) or Craft (visual arts). The wearer also treats Pilot as a class skill, gains a +2 insight bonus on this skill, and gains Starship Operations as a bonus feat while these goggles are worn.

Construction
Requirements Craft Wondrous Items, *fox's cunning,* creator must either be a Shipper or have 5+ ranks in Pilot, creator must have the Starship Operations feat
Cost 4,000 gp (DC 23)

Goggles, Shooter

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 2,400 gp (DC 21) **Weight** negligible
These polarized, yellow-tinted shooting glasses are similar to the ones worn on firing ranges and at firearms competitions throughout the world.

While wearing these goggles, the wearer can call upon their magic as an immediate action. Doing so either acts as *reload* or *clear jam* which benefits any firearm the wearer is currently wielding. Each time the Shooter Goggles' power is called upon, one of the lenses shatters, as if struck by a bullet. If only one lens is shattered, the Shooter Goggles repair themselves by the following dawn. However, if the second lens is shattered, the Shooter Goggles are destroyed.
Construction
Requirements Craft Wondrous Items, Personal and Advanced Firearms Proficiency, *reload, clear jam*
Cost 1,200 gp (DC 18)

GOGGLES, STORM GLASSES

Aura moderate evocation **CL** 5th
Slot eyes **Price** 2,300 gp (DC 21) **Weight** negligible
These round, fashionable eye glasses have a copper frame, and occasionally crackle with static electricity or make the wearer's hair stand on end randomly.

While wearing Storm Glasses, all the wearer's successful ranged weapon attacks, including spells requiring an attack roll inflict an additional +1 point of electrical damage. This stacks with damage produced by weapons that inflict electrical base damage, as well as weapons with the *shocking* or *shocking* burst property or similar properties.

Construction
Requirements Craft Wondrous Items, *call lightning* or *lightning bolt*
Cost 1,150 gp (DC 18)

GOGGLES, TRIPARTITE

Aura moderate divination **CL** 8th
Slot eyes **Price** 38,400 gp (DC 31) **Weight** 1 lb
This narrow band of polished green steel is inset with three cats' eye gems, each of a different color. Depending on which cats' eye gem is centered between the wearer's actual eyes, the visor grants its wearer varying powers of perception.

Changing between gems is a move equivalent action. The magic of the helmet prevents the visor's positions from changing except by the wearer's will, preventing the visor from being knocked around in a brawl.

Gold Cats' Eye: When this golden gem is in position, the wearer gains the ability to *see invisibility* as the spell.

Ruby Cats' Eye: When this red gem is in position, it gives you such extreme perception and insight into the human condition, you are under the effects of a permanent *detect thoughts* spell.

Azure Cats' Eye: When this blue gem is in position, you can create an *arcane eye* as the spell. You activate the arcane eye as a standard action rather than the 10 round casting time normal for the spell, and can maintain the Arcane Eye for up to 8 minutes per activation. You can activate this power up to twice per day. After that, the visor will not turn to this gem.

Construction
Requirements Craft Wondrous Items, *arcane eye, detect thoughts, see invisibility,* creator must be a specialized Diviner or have Spell Focus (Divination)
Cost 19,200gp (DC 28)

GOGGLES, WATCHTOWER

Aura faint divination **CL** 3rd
Slot eyes **Price** 2,400 gp (DC 21) **Weight** ½ lb
These tinted shooting goggles are equipped with occult-tech nano-circuits in the lenses that can instantly scan a subject's genome. While these goggles are most frequently issued to government funded Mutant hunters, they occasionally fall into the hands of Mutant Rescue agencies that use them to identify fellow Mutants.

While wearing Watchtower Goggles, the character can use *detect mutants* at will.

Construction
Requirements Craft Wondrous Items, *detect mutants*
Cost 1,200 gp (DC 19)

GROOMING & PAMPERING KIT

Aura faint transmutation **CL** 3rd
Slot none **Price** 3,500 gp (DC 22) **Weight** 5 lbs
Anthros can be a vain, sybaritic race. Skilled barbers, groomers and personal attendants can earn a good wage tending Anthro clients. With this enchanted hygiene kit, which is a fine walnut box small enough to fit on a dresser and contains dozens of combs, picks, perfumes, oils and ointments, they can command truly legendary wages.

The Grooming & Pampering Kit allows the user to use *sexy furover* at will, though doing so requires about five minutes of work. The user makes a DC 10 Profession (groomer, beautician, barber, similar) check. Every five points the check DC is beat by extends the duration of the *sexy furover* by an additional hour. Failing the check prevents the Grooming & Pampering Kit from being used for 1d4 days.

Additionally, once per day, the user can cast *eagle's splendor* upon any recipient, including themselves. The duration of this effect is one hour, though it takes five minutes of effort to cast the spell.

Construction
Requirements Craft Wondrous Items, *eagle's splendor, sexy furover*
Cost 1,750 gp (DC 20)

GYNOID'S FACEPLATE

Aura strong transmutation **CL** 12th
Slot head **Price** 96,000 gp (DC 34) **Weight** 1 lb
The Gynoid's Faceplate can vary in appearance from immobile chrome and diode wrought masks, to something resembling the living fleshy face of a female (yet with circuitry and wiring on the inside of the "mask"). Created from the actual faceplate of a gynoid or Erobot, this item was made for technosexuals and females who desired the experience of being a machine, without the accompanying prosthesis and costs.

When placed against the face of a living humanoid the faceplate bonds itself to the skin and casts the spell *gynoid form* on the wearer save for the duration is unlimited as long as the mask is worn. If an Erobot or other form of android instead dons the Gynoid's Faceplate, they receive the benefit of the spell *polymorph*, with the same expanded duration. The polymorph spell can only be used to assume the shape of Humanoids and Monstrous Humanoids of the same size category as the wearer's.

Some versions of the Gynoid's Faceplate are effectively cursed items, and cannot be removed unless a specific condition is met. Unscrupulous slavers and slave owners have been known to use this item to ensure obedience from their slaves by having the item permanently fused to their slaves, as the transformed girl cannot attack any target without her masters designation. Erobots wishing to conceal their true nature use the mask to pass as members of other races and mingle freely among the galactic populace.

Some common removal conditions include:

- Faceplate can only be removed by the Gynoid's designated master.
- Faceplate can only be removed after the wearer performs a specific sexual act or acts.
- Faceplate can only be removed after a specific time period elapses, usually a galactic standard year.

Construction
Requirements Craft Wondrous Item, *gynoid form*, creator must be an Erobot or other android
Cost 48,000 gp (DC 31)

GYNOID'S WIG, LESSER

Aura faint enchantment **CL** 5th
Slot head **Price** 18,000 gp (DC 28) **Weight** negligible

This short, sleek wig is made of soft, silky silvery fibers that shine like polished chrome and is trimmed in a futuristic bobbed style.
Three times per day, the wearer can call upon the Wig's power to cast *robotic logic* upon herself.

Construction
Requirements Craft Wondrous Item, *robotic logic*
Cost 9,000 gp (DC 25)

GYNOID'S WIG, GREATER

Aura moderate transmutation **CL** 7th
Slot head **Price** 22,400 gp (DC 29) **Weight** negligible
This short, sleek wig is made of soft silvery fibers that shine like polished chrome. Fiber optic strands are woven into the wig, and shift from a starry blue to a neon red and back while it is worn. Like the lesser Gynoid's wig, this wig is trimmed in a futuristic bob.

When worn, the Greater Gynoid's Wig becomes part of the wearer's body, and when its magic is activated, it becomes a series of articulated chrome plates, in the same basic bobbed shape as the wig.

Twice per day, a female character wearing the Greater Gynoid's Wig can call upon the Wig's power and cast *gynoid form* upon herself.

Construction
Requirements Craft Wondrous Item, *gynoid form*
Cost 11,200 gp (DC 26)

HACKER BOX

Aura faint divination **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** 5 lbs
This bulky, square electronic device is the size of a small briefcase and has a grayish metal case and a small green and black monitor. Bulky plugs and connectors allow the Hacker Box to interface with virtually every sort of computer used in this galaxy.

The Hacker Box acts as a masterwork electronics kit. In addition, if the device is used in conjunction with a check, the Hacker Box provides a +10 competence bonus on Computer Use checks, or a +5 competence bonus on Disable Device checks related to electronic devices and locks.

Construction
Requirements Craft Wondrous Items, *comprehend languages, hacker spark*
Cost 6,000 gp (DC 24)

HALLOWEEN GLIDER

Aura moderate necromancy **CL** 10th
Slot none **Price** 32,000 gp (DC 30) **Weight** 15 lbs
Flitters are the kind of vehicle that only a true psycho would willingly pilot, so it makes sense that true psychos might take one and kit it out to suit. A Halloween Glider is beautifully decorated, at least if your tastes run to Tim Burton. These light, aerodynamic sky-fliers are modified and custom painted to resemble leering gargoyles, terrifying bats, dragons or demons, or jack-o-lanterns flying on a cushion of radioactive fire.

A Halloween Glider functions as an ordinary Flitter, save that its maximum speed is 120 ft when flying at night. All lights directly beneath the Halloween Glider's flight path are extinguished as if by *dust of twilight.* While mounted on the Halloween Glider, the character gains a +5 profane bonus on Intimidate checks and Bluff checks made to feint in combat

Construction
Requirements Craft Magic Arms and Armor, *dust of twilight, fear*
Cost 16,000 gp (DC 28)

HARNESS, BRAWLER'S

Aura moderate conjuration **CL** 13th
Slot body and shoulders **Price** 26,000 gp (DC 29)
Weight 5 lbs
A heavy, H-shaped series of dark leather bands straps across the pectoral muscles. Thick silver spikes are riveted to the leather mostly to add to the intimidation factor.

While the Brawler's Harness is worn, the character's muscles swell with lethal potency. The wearer gains a +4 enhancement bonus to their STR score, and he gains Improved Unarmed Strike and Vital Strike as bonus feats. The character's unarmed strikes deal damage as if the creature is one size category larger than his actual size.

If the wearer possesses Combatant class levels and has access to *techniques*, the wearer gains an additional *technique* he meets the prerequisites for. The wearer chooses the technique when first donning the Brawler's Harness, and thereafter always gains the same bonus from the Harness.

Construction
Requirements Craft Wondrous Items, *polymorph*
Cost 13,000 gp (DC 27)

HARNESS, FIGHTER'S

Aura faint transmutation **CL** 6th
Slot body and shoulders **Price** 7,200 gp (DC 25)
Weight 5 lbs
This leather and gold harness is worn across the breast. A y-shaped series of straps holds a small, triangular golden shield directly above the wearer's heart. Tendrils of liquid gold slip beneath the wearer's flesh, sliding into his circulatory system. Gold tendrils are visible just beneath the wearer's skin.

A few hours after the Fighter's Harness is first donned, a small personal sigil important to the wearer appears on the surface of the breast plate, as if it had been acid etched there.

Once per day for every four fighter levels, the wearer can call upon the Harness' magic as an immediate action. Doing so allows the wearer to add their BAB as a luck bonus on a single saving throw. This ability must be activated prior to making the saving throw. If the wearer has no fighter levels, this harness is only usable once per day.

Construction
Requirements Craft Wondrous Items, *heroism*
Cost 3,600 gp (DC 22)

HARNESS, FLASH BACK

Aura strong clairsentience **ML** 19th
Slot body **Price** at least 5 million gp (DC 47) **Weight** 8 lbs
This chest-mounted unit is a dramatically miniaturized version of a *Flash Back Class Time Drive,* ultra-advanced tech that can only be mounted on cutting edge starships. The device is a rough trapezoid of white plastic housing that protects a glowing azure energy matrix core.

Once per day, as an immediate action, the wearer can activate the Flash Back Drive. If not activated already, the Flash Back Drive will fire automatically if the wearer is killed or permanently incapacitated (such as being petrified).

Doing so immediately transforms the wearer's consciousness into electrical impulses which are sent backwards in time. These impulses effectively overwrite their past self's memories, allowing the future consciousness to possess their prior self. The wearer's consciousness is returned to the beginning of the prior combat round. The character remembers the actions taken on the previous 'run-through' and most creatures nearby will confirm their choices as closely as possible to their actions prior to the Drive firing. They may take new actions if the wearer takes dramatically different actions based on their foreknowledge, but if the wearer takes similar actions, things will likely turn out similarly to events before the Drive fired.

Construction
Requirements Craft Wondrous Items, *reality revision*
Cost 2.5 million gp (DC 45)

HARNESS, KINETIC

Aura strong abjuration **CL** 10th
Slot body **Price** 320,000 gp (DC 38) **Weight** 5 lbs
This high-tech, chest piece is worn on a series of X-configuration nylon straps, and consists of a thick, rugged, plastic disk with a glowing energy node at the center. The disk sits between the breasts, and emits a body-wide kinetic energy field.

The Kinetic Harness projects a non-airtight forcefield around the user at all times, which provides 25 additional Hit Points which are lost first. If the forcefield is reduced to 0 HP, the Kinetic Harness goes off line and remains inactive for 1d4+1 days. A damaged, but not destroyed, forcefield recovers 1d6+1 Hit Points per hour of inactivity. If damaged again, the forcefield does not begin regenerating until an hour with no additional damage passes.

The wearer can redirect energy from the forcefield as a standard action to activate other features of the Kinetic Harness. Each feature functions as a spell-like ability accessible via the device, and each expends an amount of the forcefield's bonus HP, listed in parenthesis. The Kinetic Harness has the following spells accessible, and all may be used to benefit the wearer only.

- ***Bull's Strength*** (expends 8 HP)
- ***Cat's Grace*** (expends 8 HP)
- ***Haste*** (expends 12 HP)
- ***Jump*** (expends 5 HP)
- ***Military Flight*** (expends 20 HP)
- ***Resist Energy*** (force only) (expends 5HP)

Construction
Requirements Craft Wondrous Items, *bull's strength, cat's grace, haste, jump, military flight, resist energy*
Cost 160,000 gp (DC 36)

HARNESS, SONIC MIRAGE

Aura strong transmutation **CL** 10th
Slot body and shoulders **Price** 75,000 gp (DC 33)
Weight 5 lbs
This golden pectoral and their attached pauldrons have an angular, art-deco flair and are carved with a low-relief falcon or eagle design. A triangular red-glass port glows just above the wearer's sternum, and fiber optic channels carry vibrant pinkish-red energy to glowing pools of fire worn at the bottom of the wearer's ribcage.

While wearing the Sonic Mirage harness, the character can use *solid note* and *mage hand* at will; in both cases, these spells are accompanied by a bright pink lightshow, like complex, semi-tangible holograms. The wearer gains a base Flight speed of 120 ft (good), accompanied by glowing pink, holographic wings that shed bright illumination in a 50 ft radius and dim illumination to twice that distance.

If the wearer has ranks in Perform (sing), the flight speed increases by 20 ft per each rank the wearer has in the skill, to a maximum of 500 ft.

Construction
Requirements Craft Magic Arms and Armor, *mage hand, military flight, solid note*
Cost 37,500 gp (DC 30)

HEADBAND, OMEGA

Aura strong telepathy **ML** 15th
Slot head **Price** 69,300 gp (DC 33) **Weight** negligible
The midpoint of this slender, blood red bandanna is blazoned with a jet-black omega symbol.

As a full round action, the wearer can touch the headband and make a threatening, roaring display. A single, visible target within 100 ft with 15 Hit Dice or fewer, must succeed at a DC 21 FORT Save or die instantly. Even on a successful save, the target suffers 7d6 damage. If the target is slain by this power, the Omega Headband's wearer recovers 5 hp per Hit Dice of the slain target.

The Omega Headband is usable once per day.

Construction
Requirements Craft Wondrous Items, *crisis of life*
Cost 34,650 gp (DC 30)

HEADBAND, TOTALLY RADICAL

Aura moderate enchantment **CL** 10th
Slot headband **Price** 8,600 gp (DC 25) **Weight** negligible
This hot-pink rayon headband glows like neon in an arcade.

Once per day, while wearing the Totally Radical Headband, the character can claim an ***awesome*** bonus to any attack roll, skill check or saving throw. *Awesome* is a new bonus type that can stack with itself, unique to a few items and spells in this sourcebook. Claiming this bonus is considered part of the action being undertaken, and can be claimed retroactively, adding the awesome bonus to a failed roll in hopes of transforming it into a success.

The awesome bonus amount varies depending on the circumstance. Roll 1d6 for each of the following awesome qualities existing when the attempt is made, and add the results together. (A lot of these circumstances are up to game master discretion.) You can gain a maximum +10 *awesome* bonus in this manner. At 10th level, you instead can claim up to a maximum +15 *awesome* bonus.
Roll D6 for each circumstance

- The awesome bonus is being claimed in hopes of saving the life of a fellow player character or allied NPC.
- The awesome bonus is being claimed during an action that is not the tactically smartest, nor most efficient course of action, or there are safer or more cautious alternate courses of action available.
- The action is being taken directly opposing a major, named NPC villain, not just a random encounter monster or minion.
- The character attempting the action has ¼ their total maximum Hit Point total or less.
- 80s synth-heavy pop music is playing, either in-universe or as a soundtrack to the game session.

Construction
Requirements Craft Wondrous Items, *gallant inspiration, saving finale,* creator must be chaotic
Cost 4,300 gp (DC 23)

HEADBAND, WARSONG

Aura moderate transmutation **CL** 9th
Slot head **Price** 55,600 gp (DC 32) **Weight** negligible
While wearing this colorful, over-long headband, you're always ready to rock, whether on stage or in actual combat.

While wearing the Warsong Headband you gain a +4 competence bonus on one musical Perform check of choice, chosen when the headband is created. You can transform any musical instrument you wield into an appropriate Musical Weapon, as per *musical warrior,* at will. The transformed Musical Weapon returns to normal if it leaves your hands.

Construction
Requirements Craft Wondrous Items, *musical warrior*
Cost 27,800 gp (DC 29)

HEALER'S HALO

Aura moderate transmutation or divination **CL** 3rd
Slot head **Price** 2,300 gp (DC 21) **Weight** 0.5 lbs
This light golden circlet wraps around the wearer's ears and clings tightly to the base of their skull, the golden cable arcing back to form a slender crescent encircling the head.

While wearing the Healer's Halo, the character gains a +4 competence bonus on Heal checks and requires half the usual time to *treat deadly wounds* or perform *surgery.* In addition, the wearer can provide *long term care* for up to eight (8) patients per day rather than the six normally allowed.

Construction
Requirements Craft Wondrous Items, *cure light wounds or ibis' brilliance* Culture of Choice
Cost 1,150 gp (DC 18)

HELMET, ATHENIAN

Aura strong transmutation **CL** 12th
Slot head **Price** 264,000 gp (DC 37) **Weight** 2 lbs
Resembling the enclosed helms of ancient Greek hoplites, this crested silver helm is worn by Mother-blooded Lifespawn living and fighting on Earth. It is a silent tribute to the Mother's quasi-mortal incarnation as Roe Athene, often favored by elite Choicer warriors. Lifespawn soldiers who wear this helm become superhumanly adept at precisely directing force, and some gain the flight capability of an anti-tank helicopter.

While wearing the Athenian Helmet, the character may add her INT modifier as an insight bonus on damage rolls inflicted with any martial or exotic weapon, with spells, psionic or spell-like abilities and with natural weapons.

Special: If worn by a Lifespawn creature of the Mother's bloodline, the wearer gains a Flight speed of 90 ft (good), and gains a +8 competence bonus on Fly checks. While airborne, the character gains a +2 dodge bonus to Armor Class against attacks launched from ground-based adversaries. This stacks with more general dodge bonuses when applicable.

Construction
Requirements Craft Magic Arms and Armor, *military flight, transformation,* creator must have the Awakened Heritage (the Mother) feat
Cost 132,000 gp (DC 35)

HELMET, BANE

Aura moderate conjuration **CL** 8th
Slot head **Price** 4,000 gp (DC 23) **Weight** 5 lbs
This fully enclosed helmet is a metallic midnight-blue with a translucent golden faceplate. Usually, slogans promising violent death to the enemies of mankind are painted on the side of the helmet, at the wearer's left temple, while a crude doodle of some dead alien is painted on the other temple.

While wearing the Bane Helmet, all the wearer's weapons, as well as any vehicle mounted or artillery weapons under the wearer's direct control gain the *bane* magical weapon property. The exact *bane* is chosen by the creator, and is reflected in the helmet graffiti.

This helmet can attach to any suit of armor with the Space Suit property and preserves that property.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 2,000 gp (DC 20)

HELMET, COMBATIVE

Aura faint transmutation **CL** 3rd
Slot head **Price** 6,000 gp (DC 24) **Weight** 2 lbs
This thickly padded fighting helmet is similar to those worn by amateur boxers and martial artists during training. The padding is a dull grayish brown with a single spot of color on the forehead guard: a small, bright orange circle inside a larger crimson or maroon bull's eye.

While wearing a Combative Helmet, the character is treated as possessing the Improved Unarmed Strike feature, and gains a +2 enhancement bonus on Combat Maneuver checks made to grapple.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 3,000 gp (DC 22)

HELMET, FUTUREWAR

Aura faint transmutation **CL** 5th
Slot head **Price** 6,500 gp (DC 24) **Weight** 4 lbs
This fully enclosed military helmet has a transparent amber visor that can be sealed for complete environmental protection, and is painted in military camo patterns.

The FutureWar Helmet provides the wearer with proficiency with all forms of armor and with shields. In addition the armor provides the wearer with the Improved Initiative feat.

Special: If the FutureWar Helmet is worn with *FutureWar Battledress*, the wearer can change the camo pattern and the suit's designated environment as a full round action. Camo pattern changes begin in the helmet and then flow down throughout the armor. Such changes are permanent until the wearer uses this synergistic ability to change the suit's environmental preference again.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, minor image*
Cost 3,250 gp (DC 22)

HELMET, GODHELM

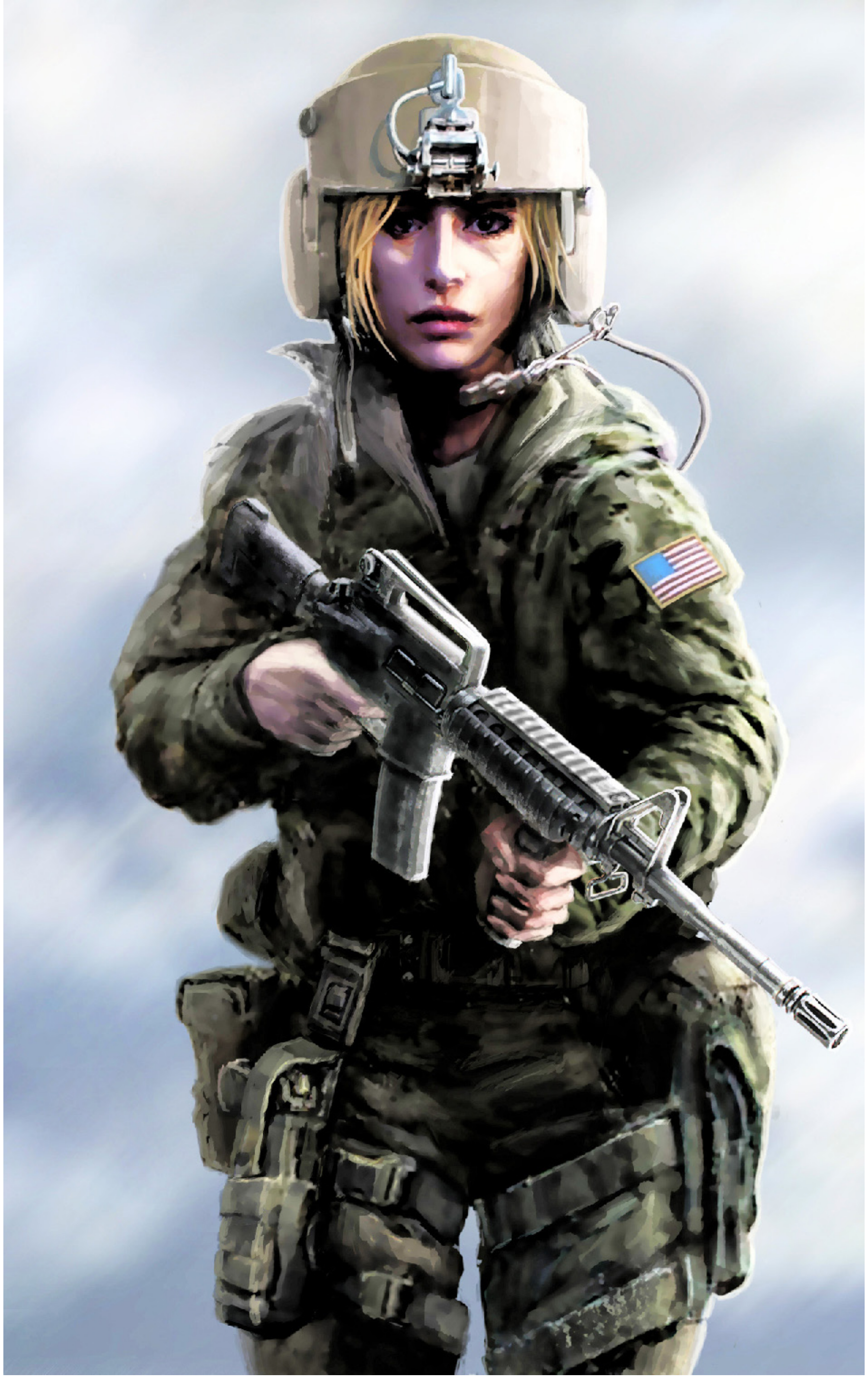
Aura faint abjuration **CL 5th**
Slot head **Price** 2,500 gp (DC 21)
Weight 8 lbs
This weighty, bulky ceremonial war-helm is sculpted to resemble a long, angular mane of midnight black hair, like an ultra-stylized wig. The helm's crest forms a rough X-shape sculpted from long golden tines radiating outward from a crimson gemstone inset at the crown of the skull.

While wearing a Godhelm, a Lifespawn creature adds their Lifecount as a holy bonus to Armor Class against critical hit confirmation rolls. While wearing a Godhelm, the wearer's Lifecount is treated as being one (+1) greater than normal.

Construction
Requirements Craft Magic Arms and Armor, *shield of faith*, creator must have the Lifespawn subtype
Cost 1,250 gp (DC 18)

HELMET, HELL-SKULL

Aura strong transmutation **CL** 11th
Slot head **Price** 93,800 gp (DC 33) **Weight** 5 lbs
These heavy metallic space helmets are forged to resemble robotic skulls which have nearly indestructible plexiglass eye sockets. Some Hell-Skull helmets are as black as an eclipse while others are blood red or the white of bleached bone.



These helmets can attach to any armor with the Space Suit property, sealing perfectly with the suit, and have no effect if worn without armor with this property. While the Hell-Skull Helmet is worn, the wearer becomes partially undead.

The wearer is harmed by positive energy and healed by negative energy, and is considered to be under the effects of *undead anatomy III.* The wearer gains Darkvision 90 ft, and lowlight vision. The wearer becomes immune to critical hits, stunning, ability score damage and drain while the Hell-Skull Helmet is worn.

Construction
Requirements Craft Magic Arms and Armor, *undead anatomy III*
Cost 46,900 gp (DC 31)

HELMET, JUSTICE-SEEKER'S

Aura strong divination **CL** 12th
Slot head **Price** 80,000 gp (DC 33) **Weight** 4 lbs
This helmet has a threateningly alien aesthetic. The helm covers all but the wearer's lips and chin, hiding their eyes behind emotionless, insectoid black glass lenses. The metal of the helm is a dull brick red, girded with wide grey iron ribbing.

While wearing a Justice-Seeker's Helmet, the character gains the Lifesense racial quality, with a 100 mile radius. In addition to the usual information provided by this ability, the wearer is aware of the bloodline of all Lifespawns detected, as well as their alignment.

Construction
Requirements Craft Magic Arms and Armor, *detect evil, true seeing,* creator must be a Lifespawn
Cost 40,000 gp (DC 31)

HELMET, MACHO

Aura strong transmutation and universal **CL** 17th
Slot head **Price** 208,000 gp (DC 36) **Weight** 2 lbs
This enchanted helmet can transform itself into a variety of equally tough, equally macho forms, but the inner lining always smells pleasantly of masculine sweat. The Macho Helmet has four configurations, each providing a different benefit. Swapping configurations is a full round action.

Construction

In this shape, the helmet is a battered, orangish-yellow construction helmet. While wearing the Macho Helmet in this configuration, the wearer gains a +2 enhancement bonus to their STR score and gains Endurance as a bonus feat.

War Bonnet

In this shape, the helmet transforms into a Native American inspired war bonnet of red, brown and white eagle feathers. The style corresponds to no particular tribe. While wearing the Macho Helmet in this configuration, the wearer gains a Flight speed of 60 ft (average).

CHIPS

In this shape, the helmet becomes a black and white motorcycle helmet in California Highway Patrol livery. While wearing the Macho Helmet in this configuration, the wearer can summon a Harley-Davidson FLSTF Fat Boy (D20 Modern, pg 124-125) in police colors. The motorcycle vanishes when the Macho Helmet changes configuration. If destroyed, the Macho Helmet's wearer can summon another.

Biker

In this shape, the helmet becomes a black leather motorcycle cap accented by a silver chain. While wearing the Macho Helmet in this configuration, the wearer gains a +2 enhancement bonus to their DEX score and gains Combat Reflexes as a bonus feat.

Special: Only male characters gain any benefit from wearing a Macho Helmet.

Construction
Requirements Craft Magic Arms and Armor, creator must be male, *bull's strength, cat's grace, ghost chassis, overland flight, limited wish*
Cost 104,000 gp (DC 34)

HELMET, NEO-ATHENIAN

Aura moderate evocation **CL** 7th
Slot head **Price** 25,000 gp (DC 29) **Weight** 4 lbs
Though modeled on the *Athenian Helm,* this great-helm's crest is topped by a bristled mohawk of alternating bands of green and silver fibers. Two long leather throngs tied to heavy silver rings hang down from the nape of the helm's neckgard, one throng emerald green, the other silver.

While wearing the Neo-Athenian Helmet, the character can choose to bestow either the *Anarchic* or the *Axiomatic* magic weapon property to any weapon they wield, as well as their natural weapons. One property must always be active, and switching between properties is a standard action. When the *Anarchic* property is active, the helmet's bristles and both throngs are emerald; when the *Axiomatic* property is active, all are silver.

Construction
Requirements Craft Magic Arms and Armor, *chaos hammer, order's wrath,* creator must have the Awakened Heritage (the Mother) feat, creator must have a neutral component to their alignment
Cost 12,500 gp (DC 26)

HELMET, POLY-VISUAL

Aura moderate divination **CL** 6th
Slot none **Price** 45,000 gp (DC 29) **Weight** 5 lbs
This oval helm has no obvious seams when fully sealed. It is a reflective dark-mirrored chrome ovoid atop a set of advanced body armor, revealing nothing of the person beneath.

These helmets can attach to any armor with the Space Suit property, sealing perfectly with the suit, and have no effect if worn without armor with this property. While worn, all weapons concealed by mundane means within a 30 ft cone become visible as harsh yellow wireframe images superimposed on the wearer's field of vision. This effect offers no saving throw, but is subject to spell resistance. If this effect fails to penetrate a creature's spell resistance, bright yellow pixels and 'garbage data' appear on the wearer's field of vision near the creature.

For up to ten minutes per day, the wearer can touch a concealed stud on their temple, allowing the Poly-Visual Helmet to function as a *ring of x-ray vision.* These minutes need not be consecutive, but must be taken in 1 minute increments.

Finally, by touching another concealed stud, the wearer can activate or deactivate night-vision mode, gaining Darkvision 90 ft and lowlight vision.

Construction
Requirements Craft Magic Arms and Armor, *security corridor, true seeing*
Cost 22,500 gp (DC 31)

HELMET, STAR-PREDATOR'S

Aura moderate illusion **CL** 9th
Slot none **Price** 72,000 gp (DC 33) **Weight** 2 lbs
This fully enclosed helmet has a sleek, axe-blade profile. Only a pair of optics, resembling leering, luminous eyes break the smooth lines of the glossy, silver-black metal. Long metallic-fiber tendrils, like a mane of artificial dreadlocks, hang from the rear neck seal.

A Star-Predator's Helmet can be worn with armor with the *space suit* property without compromising that quality. While wearing the Star-Predator's Helmet, the character gains Sneak Attack +1d6 (as the Rogue class feature) or improves an existing Sneak Attack by +1d6. If the wearer becomes *invisible* by any means, they may reroll all 1s or 2s on Sneak Attack damage when attacking while *invisible*.

Construction
Requirements Craft Magic Arms and Armor, *greater invisibility*
Cost 36,000 gp (DC 30)

HELMET, STELLAR VALKYRIE

Aura strong transmutation **CL** 15th
Slot head **Price** 183,000 gp (DC 36) **Weight** 4 lbs
This heavy, open faced helm is forged from silvery star-steel and includes impressive, swept back wings. Crafted only by priestesses of the Halla Kal the War Mother, worn by female warriors across the cosmos as a symbol of strength and prowess.

While worn, the Stellar Valkyrie Helm moves the wearer into the next larger size category, imposing a +4 enhancement bonus to her STR and CON scores and a -2 size penalty to DEX. The wearer gains Damage Reduction 10/evil and gains Exotic Weapon Proficiency (particle katana) while the Helm is worn.

Special: The Stellar Valkyrie Helm provides no benefit to a non-female wearer.

Construction
Requirements Craft Magic Arms and Armor, *righteous might*, creator must be a female worshipper of *The Protector* in her aspect of the *War Mother*
Cost 91,500 gp (DC 33)

HELMET, STREET JUDGE'S

Aura strong telepathy **CL** 13th
Slot head **Price** 109,200 gp (DC 34) **Weight** 5 lbs
This fully enclosed tactical helmet obscures the wearer's face behind ebony mirror-glass. The helmet itself is glossy, iridescent black, and the frame around reflective visor is a striking crimson. An outsized, golden rank insignia is worn on the forehead.

The Street Judge's helmet places the wearer under a constant *personal barred mind* effect. However, the wearer cannot manifest psionic powers, expend psionic focus or otherwise use personal psionic abilities while the helmet is worn. This helmet can attach to any suit of armor with the Space Suit property and preserves that property.

Construction
Requirements Craft Magic Arms and Armor, *personal barred mind* (Ultimate Psionics)
Cost 54,600 gp (DC 32)

HELMET, TANK DRIVER'S

Aura faint conjuration **CL** 5th
Slot head **Price** 12,000 gp (DC 26) **Weight** 3 lbs
This Kevlar and composite military helmet includes extremely thick and solid protective ear phones. A cloth covering acts as insulation against desert heat, absorbs sweat and displays a choc-chip desert camo pattern.

The Tank Driver's Helmet provides the wearer with a +4 competence bonus on Drive checks made to control armed military vehicles and a +1 competence bonus on ranged weapon attacks made with any vehicle mounted weapon. In addition, the wearer cannot be deafened while wearing this helmet and gains a +4 circumstance bonus on saving throws against effects with the sonic descriptor and bardic music effects.

Similar Items

The ***Mecha Pilot's Helmet*** is a futuristic blue and white helmet with a transparent polymer visor. The Mecha Pilot's Helmet can attach to any armor with the Space Suit property, sealing perfectly with the suit, and has no effect if worn without armor with this property.

This helmet provides a +4 competence bonus on Pilot checks made to control any creature or vehicle with the Mecha subtype and a +1 competence bonus on ranged attacks with any Mecha mounted weapon, and otherwise functions identically to the Tank Driver's Helmet. Construction costs and requirements are identical.

The ***Tank Gunner's Helmet*** provides the wearer with a +4 competence bonus on ranged attack and damage rolls made with weapons munted on military ground vehicles or ground-travelliing hovercraft. It also protects against deafness, and provides a +4 circumstance bonus on saving throws and effects with the sonic descriptor and bardic music effects. Cost and construction requirements are identical.

Construction
Requirements Craft Magic Arms and Armor, *lesser restoration*
Cost 6,000 gp (DC 24)

HELMET, TOOLBUCKET

Aura faint transmutation **CL** 6th
Slot head **Price** 34,000 gp (DC 30) **Weight** 2 lbs
This rusty red helmet resembles the protective headgear worn on construction sites rather than a combat helmet. A small rack of intense LED lights run around the crown of the helmet.

A Battlechanger who wears the Toolbucket Helmet gains the ability to assume a new Gadget alt-mode of their choice. If this Gadget is a medium, small or tiny tool, the Battlechanger does not need to expend to Fuelon to mass-shift regardless of the size of their robot form. The Battlechanger can reconfigure themselves into a new type of Gadget, as often as once per day.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *metamorphic adaptation*
Cost 17,000 gp (DC 28)

HELM OF ORDER

Aura strong abjuration and law **CL** 18th
Slot head **Price** 302,000 gp (DC 38) **Weight** 4 lbs
Some of these fully enclosed great, bell-shaped helms are silver, others are polished gold and the rarest few are a gleaming alien metal the color of oxygenated blood. All conceal every detail of their wearer's face, and even alter the wearer's voice to make it deeper and more profound than normal. Only the wearer's eyes are visible through the narrow, angular eye-slits.

While wearing the Helm of Order, the wearer gains Spell Resistance 22; the wearer is immune to any spell with the *chaos* descriptor if that spell allows Spell Resistance. While wearing the Helm of Order, the wearer gains a flight speed of 60 ft (average) and can Hover without the need for a Fly check. The wearer of the Helm of Order is treated as if wearing armor with the *space suit* property.

The wearer gains a new ranged attack option. The energy inflicted is of no specific type and not subject to energy resistance or immunity. A target reduced to 0 HP by this arcane bolt is disintegrated along with their gear. This weapon gains the Axiomatic property, as well as either the Holy or Unholy property, depending on the moral alignment of the wearer. Neutral wearers must choose between these qualities, which matches their channeled energy ability, if present.

- Axomiatic and either Holy or Unholy arcane bolts (4d10 energy*, 20/x2, 100 ft range increment)

However, if the wearer of the Helm of Order casts any spell with the chaos descriptor, the Helm of Order explodes with arcane energy, removing itself from the wearer and landing in an adjacent square. The wearer suffers 8d10 points of energy damage and is *febbleminded* for 3d6 days (W-DC half and negate *feeblemind*) and is disintegrated if slain by this energy discharge.

Special: Any chaotic creature who dons the Helm of Order gains two permanent negative levels, which never result in actual level loss, but cannot be removed while the Helm is worn.

Construction
Requirements Craft Wondrous Items, *disintegrate, emergency space suit, military flight*, *spell resistance,* creator must be lawful
Cost 151,000 gp (DC 35)

HELMET, WINGED CRYSTAL

Aura strong abjuration **CL** 15th
Slot head **Price** 35,000 gp (DC 38) **Weight** 5 lbs
This winged, open-faced battle helmet resembles the **Stellar Valkyrie Helmet** save that the spectacular wings are carved from crimson crystal, veined with violet and gold. The same cosmic army might field both types of helmet, with this glistening helm marking elite officers.

While wearing the Winged Crystal Helm, the character gains Spell Resistance 15. If worn by a Lifespawn creature, the wearer adds her Lifecount to the Spell Resistance provided by the armor to a maximum SR 22.

Special: The Winged Crystal Helm provides no benefit to a non-female wearer.

Construction
Requirements Craft Magic Arms and Armor, *spell resistance*
Cost 17,500 gp (DC 28)

HYPERSPATIAL HYPERCUBES

Aura moderate conjuration **CL** 9th
Slot none **Price** 90,000 gp (DC 33) **Weight** 1 lb
The Hyperspatial Hypercubes are the futuristic equivalent of fuzzy dice- a pair of large, plastic cubes, each facet flashing a different rainbow color and emitting a low hum, like an idling warp engine. Hang these gaudy decorations above the control console of a starship to activate their magic.

When hung in the cockpit of any starship, the Hyperspatial Hypercubes increase the starship's Hyperdrive rating by +1 or its daily travel speed by about 10%.
The Hypercubes also increase the starship's tactical speed by +1,000 ft (2 space scale squares or 2 hexes).

Construction
Requirements Craft Wondrous Item, *warp envelope*
Cost 45,000 gp (DC 31)

INFILTRATION ID

Aura faint illusion **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** negligible
What looks like an ordinary name badge, similar to those worn by the workers at a hundred different businesses, can assume a variety of forms just by tapping the side of the ID and concentrating for a second.

The Infiltration ID provides the wearer with *illusory ID,* usable at will. Whenever the ID changes, the wearer's clothing changes to match, becoming an appropriate uniform or set of ordinary, business casual clothes.

Construction
Requirements Craft Wondrous Items, *disguise self, illusory ID*
Cost 6,000 gp (DC 24)

L-FIELD POUCH

Aura faint necromancy **CL** 5th
Slot none **Price** 25,000 gp (DC 29) **Weight** 1 lb
These tiny pouches have about enough internal volume to hold one or two ammo clips, at best. They are soft, well-worn brown leather held to the body by a black elastic strap. Most adventurers aware of "Life Field" occult-technology carry as many of these tiny bags as they can afford to commission.

While an L-Field Pouch is worn, it generates a life field around the character which increases the character's maximum Hit Point total by 2 points. These are not considered temporary Hit Points, and are gained when the L-Field Pouch is donned, lost when it is removed. Because the L-Field Pouch occupies no particular body slot, any number of L-Field Pouches may be worn simultaneously. The additional HP provided by additional Pouches stack with themselves, to a maximum of +20 additional Hit Points.

If more than 10 L-Field Pouches are worn, the character's Hit Point maximum increases by +20, and the character gains Fast Healing 5 (acid, fire).

As an immediate action, the character can sacrifice any worn L-Field Pouch to instantly reload any and all firearms carried or wielded. Doing so destroys the L-Field Pouch.

Construction
Requirements Craft Wondrous Items, *reload!, false life*
Cost 12,500 gp (DC 26)

LAPINE GAUGES

Aura faint transmutation **CL** 1st
Slot head **Price** 2,500 gp (DC 21) **Weight** negligible
These mid-sized, polished ivory ear gauges are sculpted with a rabbit's head in profile.

When placed in the external ears of any creature living creature, it transmutes the creature's ears into long, floppy and extremely keen rabbit's ears. The wearer's ears return to normal just a few seconds after the gauges are removed. Lapine Gauges provide the wearer with a +5 competence bonus on sound-based Perception checks. The wearer gains the Anthro subtype, if they do not possess it already, while the Lapine Gauges are worn.

Construction
Requirements Craft Wondrous Items, Alertness
Cost 1,250 gp (DC 19)

MASK, BATTLEMASK

Aura faint abjuration **CL** 4th
Slot face **Price** 11,000 gp (DC 26) **Weight** 2 lbs (medium)
Many Battlechangers protect a relatively human-like facial structure behind a mostly featureless metal mask that covers the mandible and most of the nose. Most of these Battlemasks are articulated, and move with the facial structures beneath as the mecha speaks.

While wearing a Battlemask, a Battlechanger gains a +2 enhancement bonus to Armor Class, which stacks with enhancement bonuses from enhanced armor. Only Battlechangers can wear or gain any benefit from Battlemasks.

In addition, the Battlemask grants a +4 competence bonus on a particular skill, which determines the mask's coloration and styling.

- ***Dull Silver Battlemask***: bonus on Diplomacy checks
- ***Golden, Angular Battlemask:*** bonus on Bluff checks
- ***Golden, Vented Battlemask***: bonus on Craft (firearms)
- ***Matte, Etched Battlemask:*** bonus on Survival checks
- ***Matte, Gasmask-Style Battlemask:*** bonus on Sense Motive checks
- ***Metallic Purple Battlemask:*** bonus on Intimidate checks
- ***Orange Chrome Battlemask:*** bonus on Fly checks

Construction
Requirements Craft Wondrous Items, *mage armor* or *shield of faith*
Cost 5,500 gp (DC 24)

MASK, CRIMEFIGHTER'S

Aura faint necromancy **CL** 2nd
Slot face and eyes **Price** 1,500 gp (DC 19) **Weight** negligible
This self-adhesive domino mask completely hides the wearer's eyes and gives their face a sinister, angry cast. Even modern heroes and adventurers sport these masks in tribute to their WWII-era counterparts, who popularized the style.

The Crimefighter's Mask provides the wearer with Intimidating Prowess as a bonus feat.

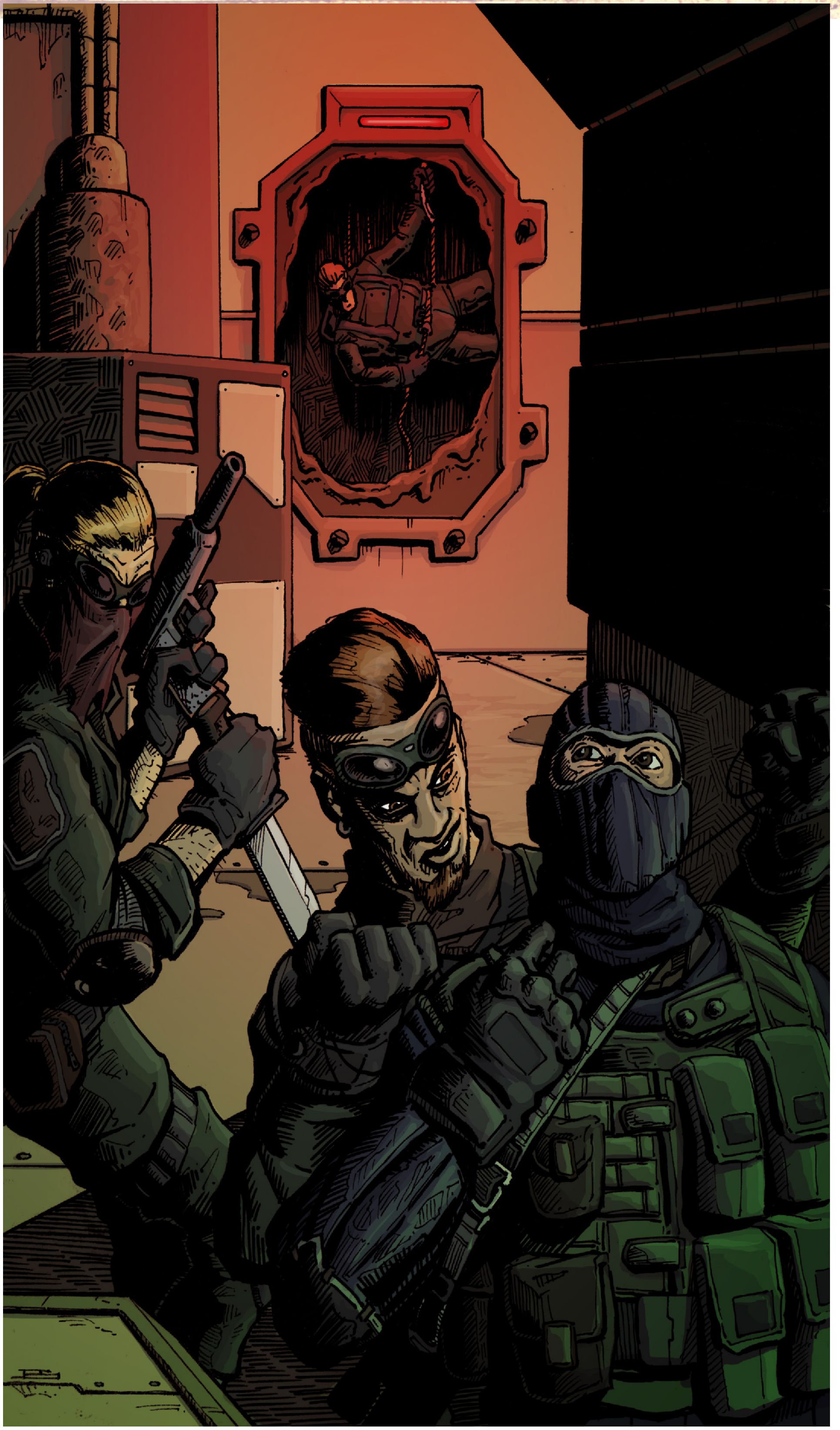
Construction
Requirements Craft Wondrous Items, *cause fear*
Cost 750 gp (DC 17)

MASK, COMBAT BALACLAVA

Aura faint enchantment **CL** 5th
Slot face **Price** 3,000 gp (DC 22) **Weight** negligible
Balaclava are full face masks, exposing only the eyes, that are usually woven from a wool/synthetic mixture for warmth. These masks are designed for intimidation, to turn a soldier into a faceless, ultra-professional death bringer. Every faction in the war-torn future issues balaclava to its troops in colors unique to their faction.

Each Combat Balaclava provides the wearer a single

Common Combat Feats for Combat Balaclava (d10)	
1 – Dodge	6 – Deadly Aim
2 – Critical Focus	7 – Double Tap
3 – Weapon Focus (M-16 or Next Gen SMG or other firearm of choice)	8 – Combat Reflexes
4 – Weapon Focus (short sword/ machete)	9 – Defensive Combat Training
5 – Exotic Weapon Proficiency (rocket launcher)	10 – Point Blank Shot



Combat feat of the creator's choice as a bonus feat while the mask is worn. The most commonly chosen Combat feats include the following few, which might be used as a random builder chart if this object is placed as treasure. This is far from an exhaustive list, and intentionally ignores setting specific feats. In addition, the wearer gains a +4 competence bonus on Intimidate checks.

Construction
Requirements Craft Wondrous Items, creator must have the associated feat, *heroism*
Cost 1,500 gp (DC 19)

MASK, EEG

Aura faint telepathy **ML** 5th
Slot face **Price** 37,500 gp (DC 31) **Weight** negligible
The wearer's identity is fully concealed behind the smoked, mirrored black lenses and featureless navy rubber of this mask. When active, skittering, jagged lines, like the readouts of a medical scanner, appear, flashing like lightning across the dark rubber of the mask.

While wearing the EEG Mask, the character manifests a continual *detect psionics* and *sense minds* effect. The wearer can suppress or resume these effects as a free action.

Construction
Requirements Craft Wondrous Items, *detect psionics, sense minds*
Cost 18,750 gp (DC 28)

MASK, ENIGMA

Aura strong abjuration **CL** 15th
Slot face **Price** 90,000 gp (DC 33) **Weight** negligible
This full face spandex mask offers total anonymity, not only concealing the face beneath its lightly padded contours, but also distorting the portions of the brain responsible for pattern recognition. A viewer might see the color of the wearer's skin and eyes beneath the mask's holes, or spot the color of her hair, but cannot process this information in any meaningful way, nor can an observer easily recognize her voice.

A character wearing an Enigma Mask is under the effects of a constant *nondetection* effect (DC 30). While wearing the Enigma Mask, all mundane Perception attempts made to discover the wearer's identity roll a D10 rather than a D20 for the Perception check (or related skill checks, at gamemaster discretion).

Construction
Requirements Craft Wondrous Items, *nondetection*
Cost 45,000 gp (DC 31)

MASK, FERAL

Aura faint psychometabolism **ML** 4th
Slot none **Price** 1,800 gp (DC 20) **Weight**
A Feral Mask resembles a *luchador* mask with flared, wing-like decorations around the eyes resembling the upraised ears of a hunting wolf or great cat. The mask's supple old leather is usually muted shades of brown, grey or red, sometimes with brighter accents.

While wearing the Feral Mask, the wearer's fingers elongate into talons giving them two claw attacks that inflict 1d6 + STR modifier slashing damage (20/x2) for a Medium wearer. The character becomes gruff and aggressive, suffering a -2 penalty on all CHA skill checks (save for Intimidate) while the mask is worn.

Construction
Requirements Craft Wondrous Items, *claws of the beast*
Cost 900 gp (DC 18)

MASK, FIRE-PHANT

Aura moderate abjuration and conjuration **CL** 10th
Slot head and face **Price** 28,000 gp (DC 29) **Weight** 22 lbs
This heavy red-enameled steel helmet resembles an elephant's skull, complete with articulated steel ears that flare past an average sized wearer's shoulders. An articulated trunk hangs down low and is engineered similarly to early cybernetic prosthesis. Heavy fire-resistant Kevlar straps hold the entire massive helm to the wearer's shoulders with moderate comfort.

The Fire-Phant Mask's trunk functions as a unique ranged weapon similar to a **+2 water cannon** of effectively infinite ammunition. This weapon can be used at no penalty even if the wearer's hands are all occupied, and cannot be disarmed.

While wearing the Fire-Phant Mask, the character gains Fire Resistance 10.
Construction
Requirements Craft Magic Arms and Armor, *create water, resist energy*
Cost 14,000 gp (DC 27)

Weapon	Damage	Critical	Range Increment	ROF	Special
Water Cannon	2d10 nonlethal bludgeoning	20/x2	30	Single	Cannot inflict lethal damage

MASK, GEAR MUTT'S

Aura faint transmutation **CL** 8th
Slot face **Price** 4,500 gp (DC 23) **Weight** negligible
Woven from metallic fibers the same iridescent shade of green as **Gear Mutt's Cloak**, this superheroic cowl covers the hair, eyes and face down to the nose.

While wearing Gear Mutt's Mask, the integral weapons provided by Gear Mutt's Cloak function as ***+2 smuggler's blasters of infinite ammunition***, instead of *+1 spacer's blasters of infinite ammunition*. As a move-equivalent action, the wearer can choose to have these weapons inflict either Electrical or Force damage rather than the default Fire damage. The damage type chosen remains active until the wearer chooses to change energy type again.

Special: Gear Mutt's Mask can only be worn by an Anthro and has no effect if worn without Gear Mutt's Cloak.

Construction
Requirements Craft Wondrous Items, *star ranging*
Cost 2,250 gp (DC 21)

MASK, GUNDANCER

Aura moderate clairsentience and psychoportation **ML** 12th
Slot face **Price** 42,400 gp (DC 31) **Weight** negligible
This face-concealing hood is ballistic nylon, dyed in bright colors. Once donned by a well-trained, experienced psychic Marksman, the mask's true powers awaken, with dark, angular patterns unique to each wearer appearing around the eyes.

While wearing a Gundancer Mask, the character gains a +1 competence bonus on attack and damage rolls with any firearm. While wearing the Gundancer Mask, the character can manifest *trick shot,* at will, as a Marksman of their total character level. This power is always considered to be augmented to the greatest degree possible for a Marksman of that level.

If the Gundancer Mask is worn by a character with 8 or more Marksman class levels, its true powers awaken. The wearer gains a +10 ft increase to her base land speed, and gains Up the Walls as a bonus feat for as long as the mask is worn. The Marksman may manifest *flexibility trajectory* once per day, plus an additional time per day when they reach 12th level and again at 16th level.

Construction
Requirements Craft Wondrous Items, *defy gravity, hustle,*

offensive precognition, offensive prescience, flexible trajectory, trick shot, creator must be a 2nd level Marksman of the Finesse style
Cost 21,200 gp (DC 29)

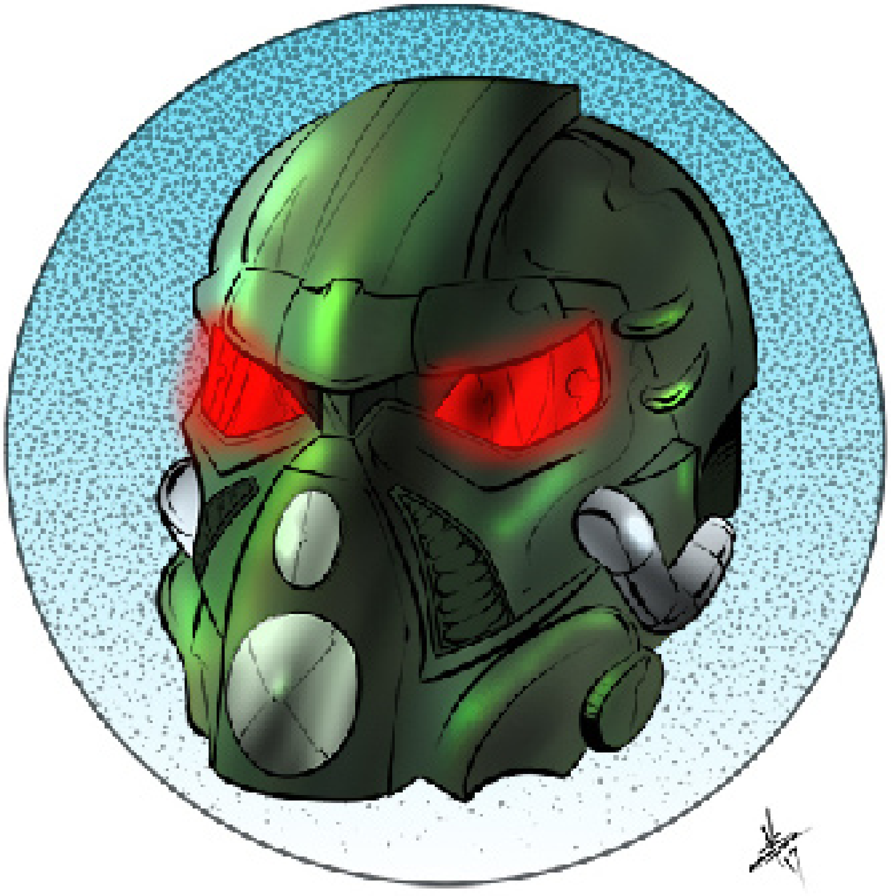
MASK, HOLO-MASK (VARIOUS)

Aura strong illusion and either abjuration, evocation or transmutation
CL 5th
Slot head and face **Price** 97,500 gp (DC 34) **Weight** 5 lbs
Holo-Masks are human occult-tech built using reverse-engineered Technysian technology. Holo-Masks are incredibly bulky life support helmets that fully conceal the wearer's features, race and gender. The masks have a decorative flair, intensely colorful cladding and almost totemistic designs built using life-support components and equipment modules.

A variety of Holo-Masks exist, each designated by a unique color-scheme and design and codename. All Holo-Masks, regardless of function, can use any of the following spells at will:

- Flare
- Invisibility
- Minor Image
- Machine Invisibility

In addition, the Holo-Mask can replace the helmet of any armor with the *space suit* property without compromising that property. Each Holo-Mask provides the wearer with a +5 competence bonus on either Drive or Fly checks, determined by the creator at the time of the object's creation.



Holo-Mask Codename	Holo-Mask Colors	Spell
California Condor	Green, black and yellow	*Fly*
Coldsnap	Blue and white	*Elemental Aura (cold)*
Fireblast	Red, orange, gold	*Fireball*
Ram Runner	Red and yellow	*Haste*
Sun Striker	Gold and white	*Daylight*
Tsunami	Blue and green	*Hydraulic Torrent*

Finally, each Holo-Mask has a specific function built into it, which is always based around a third level abjuration, evocation or transmutation effect. This spell is added to the Holo-Mask's construction requirements and is usable 3x/day. Some examples are described below.
Construction
Requirements Craft Magic Arms and Armor, *flare, invisibility, minor image, machine invisibility* plus one spell above
Cost 48,750 gp (DC 31)

MASK, MECHA ACE'S

Aura faint transmutation **CL** 10th
Slot head and face **Price** 30,000 gp (DC 30) **Weight** 2 lbs
Though the core of this elaborate enclosed helmet resembles a pre-WWI Weimar Republic infantry helm painted in heraldic colors, complete with a tall iron spike, the device offers full lifesupport and sensory enhancement capability. The wearer's face is hidden behind an ornate, gilded silver mask chased with bronze and gold detailing.

While wearing the Mecha Ace's Mask, the wearer gains a +4 enhancement bonus to their DEX score, but only while piloting any vehicle with the *mecha* subtype. The piloted mecha's hull color and livery change to match the bold colors worn on the mask, reverting to their default when the pilot leaves the *mecha.* The Mecha Ace's Mask can replace the helmet of any armor with the *space suit* property without compromising the armor's environmental protections.

Construction
Requirements Craft Wondrous Items, *cat's grace, masterwork transformation*
Cost 15,000 gp (DC 27)

MASK, NINJA COMMANDO'S

Aura moderate transmutation **CL** 10th
Slot face **Price** 18,000 gp (DC 28) **Weight** 2 lbs
This fully concealing black leather mask covers the entire face and neck, and features a slitted visor incorporating dull gunmetal slats and one-way mirrored glass that reveals nothing of the wearer.

While wearing the Ninja Commando's Mask, the character gains a +4 competence bonus on Stealth checks and can use *silence*, centered on the mask itself, at will. The wearer gains Darkvision 60 ft while the mask is donned, or improves existing Darkvision by +30 ft. If the wearer has at least 10 Hit Dice, this functions as *see in darkness* instead.

However, if the wearer speaks or makes any voluntary vocal noise while wearing this mask, the Ninja Commando's Mask loses all magical properties and becomes useless for 1d4 days.

Construction
Requirements Craft Wondrous Items, creator must have 5+ ranks in Stealth, *cat's grace, silence*
Cost 9,000 gp (DC 25)

MASK, PSI-MISSILE

Aura moderate psychokinesis **ML** 10th
Slot head and face **Price** 36,000 gp (DC 30) **Weight** 2 lbs
This futuristic motorcycle helmet is a harsh, industrial yellow, with a visor formed of mirrored pink ballistic glass. A row of high intensity mini-spotlights and cameras run the width of the visor. The helmet's psi-tech circuits allow the wielder to fire a barrage of independently targeted micro-missiles formed from coherent psionic energy.

The Psi-Missile Mask provides the wearer with Mini-Missile Flurry as a bonus feat. This feat originally appeared in *Battlechangers: Ironworks,* and is reprinted in the appendix for your convenience. The Psi-Missile Mask can replace the helmet of any armor with the *space suit* property without compromising its life support systems.

Construction
Requirements Craft Wondrous Items, *energy missile*
Cost 18,000 gp (DC 28)

MASK, PSIONAVORE

Aura moderate telepathy **CL** 10th
Slot face **Price** 66,600 gp (DC 32) **Weight** 8 lbs
This mask fits tight to the jaw, and has a long snout of metallic leather, resembling the tube of a WWI-era gas mask. The mask itself is a strange substance that bears some resemblance to heavy leather, but also to metal or to cockroach chitin. When the mask is donned, dark circles of similar chitin-like material appear at the end of each fingertip, like tumorous growths. A similar odd growth appears on the striking face of any hand weapon the wearer wields.

While wearing the Psionavore Mask, the character may manifest *power leech* at will, either through unarmed strikes or through a melee weapon. The item is difficult to remove however, and functions as a cursed item. Once donned, the wearer must drain at least 12 pp per day to gain the ability to remove the mask. While the mask is worn, the wearer is sustained without the need for food or water, provided he or she drains at least 12 pp per day. While wearing the mask, the character cannot eat or drink normally.
Construction
Requirements Craft Wondrous Items, *power leech, repletion*
Cost 33,300 gp (DC 30)

MASK, PSYCHIC WARRIOR'S

Aura moderate telepathy **ML** 9th
Slot face **Price** 28,800 gp (DC 29) **Weight** 2 lbs
Though the mask resembles carved ivory in color and texture, it is really a bullet-proofed, high-impact polymer. The mask has been carved into a stylized, sharp-angled skull, with matte black paint darkening the hollows of the jaw, the nasal ridge and the hollows of the eyes.

A Psychic Warrior's Mask allows the character to manifest a modified version of a *thieving mindlink*, up to twice daily. While maintaining a *mindlink* with a creature, the mask's wearer gains a +2 insight bonus on attack rolls and armor class against the creature.

Construction
Requirements Craft Magic Arms and Armor, thieving mindlink
Cost 14,400 gp (DC 27)

MASK, SENATORIAL

Aura strong divination **CL** 11th
Slot head and face **Price** 187,200 gp (DC 36) **Weight** 5 lbs
During the Second Iteration, articulated, highly stylized masks such as these, built from silver metal and azure crystals, were symbols of rulership and command. When donned by a descendant of the Senators, the mask fuses with their body, and the metallic mask takes on the expressiveness of the humanoid face. The wearer's organic eyes become complex and perceptive optics with steely blue lenses that flare with authority. Silver spines and antler-like crests rise from the mask's wings, crowning the wearer in ancient, alien glory.

While wearing a Senatorial Mask, the character gains a +10 competence bonus on Diplomacy and Intimidate checks, and is under a constant *true seeing* effect. Twice per day, the wearer can cast *lesser geas*. In addition to the normal restrictions of this spell, the target must be a Lifespawn of any of the following bloodlines: Choir, Fencers, Gazelles. The target suffers a penalty on their WILL Save to resist the *lesser geas* equal to its Lifecount.

Special: Only creatures with the Awakened Heritage (Senate) feat can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, creator must have the Awakened Heritage (Senate) feat, *lesser geas, true seeing*
Cost 93,600 gp (DC 33)

MASK, SHADOWBLOOD

Aura moderate illusion **CL** 9th
Slot face **Price** 54,000 gp (DC 32) **Weight** negligible
Lethal, mystical shadows are trapped between two layers of latex that work much like a one-way mirror. The wearer can see the world clearly – too clearly to be afraid of it – but no one sees his face, just shifting, liquid shadows that take monstrous shapes.

While wearing the Shadowblood Mask, the character gains a +4 bonus on WILL Saves against fear. In addition, anytime the wearer of the Shadowblood Mask successfully intimidates a target, in addition to the normal effects, the target suffers 2d6 damage.

Construction
Requirements Craft Wondrous Items, *phantasmal killer, remove fear*
Cost 27,000 gp (DC 29)

MASK, SLAUGHTER

Aura strong transmutation **CL** 13th
Slot face **Price** 41,400 gp (DC 31) **Weight** 1 lb
This heavy-duty goalie's mask has been so thoroughly soaked in blood that even though it's been cleaned, a faint crimson stain remains.

The Slaughter Mask provides a +5 competence bonus on Intimidate and Stealth checks, and the wearer can move at full speed while sneaking at no penalty. Once per day, the Slaughter Mask's wearer can cast *horrorcore transformation* upon themselves.

Special: Only an evil wearer can safely wear the Slaughter Mask. A good aligned wearer gains two negative levels while the mask is worn, and neutral wearer gains a negative level. These negative levels never result in permanent level loss, but cannot be restored while the Slaughter Mask is worn.

Construction
Requirements Craft Wondrous Items, *silence, horrorcore transformation*
Cost 20,700 gp (DC 28)

MASK, TACTICAL

Aura faint telepathy **ML** 5th
Slot face and eyes **Price** 18,000 gp (DC 28) **Weight** 2 lb
This all-concealing black mask covers everything from chin to hair line and its hard polymer is bullet-proof enough to stop a stray .45 round. The wearer's eyes are shielded by a narrow translucent gold or crimson visor slit that feeds sensory data directly into their optic nerve.

A Tactical Mask allows the wearer to manifest *detect hostile intent* at will, and provides the wearer with Darkvision 60 ft. In addition, the wearer can manifest *battlesense* once per day as a Tactician of their total character level. This ability is considered augmented to the greatest degree possible for a Tactician of that level.

Construction
Requirements Craft Wondrous Items, *battlesense, detect hostile intent, heightened vision*
Cost 9,000 gp (DC 25)

MASK, TYRANTIS

Aura strong transmutation **CL** 12th
Slot face **Price** 45,000 gp (DC 31) **Weight** 10 lbs
Constructed from angular planes of ebon and royal purple xeno-alloys, this intimidating war mask is a face out of the darkest Tyrakron legends.

A Tyrantis Mask functions identically to armor with the Skullgrin magic armor property, granting a +10 profane bonus on Intimidate checks against good or neutral creatures, or a +5 profane bonus on Intimidate checks against evil creatures. A good creature wearing this mask gains one negative level, which cannot be removed while the mask is worn.

The Tryrantis Mask grants the wearer the ability to speak and read Tech-TY. The wearer gains a +2 competence bonus on all CHA-based skill checks made using this language. Three times per day, the wearer can rip the Tyrantis Mask from their face, along with their facial plating and mechanisms, and use *mauling faceplate* as a 12th level Witch. The damage from this mauling face plate is increased to 3d8 + the wearer's CHA modifier.

Special: Only a creature with the Battlechanger subtype can mount a Tyrantis Mask. The Mask automatically resizes itself to accommodate Battlechnagers of varying size categories.

Similar Items

The **Tyrantis Umbris Mask** is an even more lethal, more potent version of an ordinary Tyrantis Mask, with features designed to recall a particularly terrifying demon from the depths of Umbra Nemesis mythology.

In addition to the capabilities of an ordinary Tyrantis Mask, a character wearing the Tyrantis Ubris Mask can use a modified version of finger of death as a 19th level caster up to three times per day. The caster level of the mauling face plate rises to 19th as well, and damage inflicted is 6d6+CHA modifier.

The Tyrantis Umbris Mask has a CL 19th and a purchase price of 232,000 gp (DC 37). *Finger of death* is added to the construction requirements.

Construction

Requirements Craft Magic Arms and Armor, creator must be an evil Battlechanger, *mauling faceplate, scare*

Cost 22,500 gp (DC 29)

MASK, WARFLAG

Aura moderate clairsentience **ML** 5th

Slot face **Price** 11,200 gp (DC 25) **Weight** negligible

Codeword operatives the world over prefer these thick latex masks in ultra-patriotic colors. Some are the sunset red, black and gold of unified Germany, the red white and blue of the Union Jack, the French Tri-Color, or the Stars and Stripes. Others are the bold flags of other nations, great and infamous. While wearing a Warflag mask, the character can manifest *shift the tide* once per day.

Special: The wearer must be a citizen or permanent legal resident of the nation depicted upon the Warflag Mask.

Similar Items

These items are equally likely to be encountered as Warflag Helmets, occupying the head slot, as they are the standard mask.

Construction

Requirements Craft Wondrous Items, *shift the tide*

Cost 5,600 gp (DC 23)

MASK, WEAPON MASTER'S

Aura faint abjuration and transmutation **CL** 7th

Slot face and head **Price** 24,000 gp (DC 29) **Weight** 3 lbs

Each Weapon Master's mask is individually forged of advanced smart-metals, intricately etched with intricate designs and the sheen of precious, rare-earth metals. Microcomputers and sensors on the underside translate the twitches of the wearer's facial muscles into movement of the slightly malleable alloy, granting the Weapon Master's Mask expression. Sensory data gathered by the mask's computers are fed directly into the wearer's optic nerve.

The Weapon Master's Mask provides a full life-support aura, which functions as the *space suit* property. While wearing the mask, the character can perceive unencrypted radio/television and wifi signals, and gains Darkvision 60 ft and lowlight vision. While wearing the Weapon Master's Mask, the character is treated as possessing the Dead Aim and Far Shot feats.

Similar Items

The feminine ***Weapon Mistress' Mask*** reveals the crown of the head and the wearer's hair, and is strapped tightly to the face. This item also provides identical sensory and life support upgrades, but rather than providing the combat feats the base mask does, any firearm wielded by the wearer is upgraded as per the *BFG* spell. This spell replaces *true strike* in the construction requirements. Cost is virtually identical.

Construction

Requirements Craft Wondrous Items, *dataread, darkvision, emergency space suit, true strike*

Cost 12,000 gp (DC 26)

MECHA-MORPH CONSOLE

Aura moderate transmutation **CL** 10th
Slot none **Price** 60,000 gp (DC 32) **Weight** 30-60 lbs depending on model
Mecha-Morph Consoles are Technysian technology, which allow indigenous machines the shape-changing versatility, stealth design and firepower of true Battlechangers. It requires a full mechanical refit in a well-equipped mechanic's shop to install a Mecha-Morph Console into a vehicle. The Mecha-Morph Console can be installed in place of the firewall and driver's or pilot's controls of virtually any vehicle, adding a new, well-designed and ergonomic new control panel with lots of new capabilities. Once installed, a Mecha-Morph Console cannot be removed without completely disassembling the vehicle.

Once a Mecha-Morph Console is installed in a vehicle of any type (which can be a land, air, sea, or space vehicle), the vehicle gains the Battlechanger subtype and a 2 point Fuelon reserve. The vehicle gains a new vehicular alt-mode of the creator's choice, of a size category within one step of the base vehicle's size. The vehicle gains a new integrated weapon worth 3 Shannix, which is usable only in its vehicular alt-mode.

Similar Items

Highly specialized Mecha-Morph Consoles allow the vehicle to assume a primitive alt-mode, usually a robotic dinosaur or insect. These Consoles are much pricier, and add *beast shape III* to the construction requirements. They have a purchase price of 95,000 gp (DC 33) and are caster level 15th.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *metamorphic adaptation*
Cost 30,000 gp (DC 30)

MIND CROWN JEWEL

Aura strong clairsentience **ML** 18th
Slot headband **Price** 250,000 gp (DC 37)
Weight negligible
This blood red gemstone is cut into a mathematically precise diamond. When pressed to the forehead of a psychic being, precisely upon the crown chakra, it permanently bonds with flesh, bone and neural tissue beneath. This jewel is a symbol of a powerful, perceptive and unspeakably cold intellect. A Mind Crown Jewel can only be removed after the current wearer's death.

While wearing a Mind Crown Jewel, the character may manifest hypercognition and metafaculty, once each per day. In addition, the character can manifest *true terror* at will; this power may be manifested as augmented to the greatest degree possible for a psion of the character's total character level.

Special: A Mind Crown Jewel can only bond to a character who either possess the psionic subtype or has a power point reserve. It cannot bond to a non-psionic creature.

Construction
Requirements Craft Wondrous Items, *hypercognition, metafaculty, true terror*
Cost 125,000 gp (DC 35)

MINDSCRUBBER WAND

Aura strong enchantment **CL** 10th
Slot none **Price** 80,000 gp (DC 33) **Weight** 1 lb
This golden wand honestly looks more like a cheap sex toy than an occult-tech brainwashing device. A bright azure light strip runs the length of the wand, directly down the centerline of the device.

As a full round action, the user can brandish the Mindscrubber Wand, affecting all creatures in a 30 ft cone that can clearly see the wand. Creatures who fail a DC 16 WILL Save have all memory of the preceding three minutes erased, as per *modify memory.* A creature can only be affected by the Mindscrubber Wand once within any 24 hour period.

Construction
Requirements Craft Wondrous Items, *modify memory*
Cost 40,000 gp (DC 31)

MYSTERIOUS MENU

Aura moderate conjuration **CL** 5th
Slot none **Price** 6,000gp (DC 24) **Weight** negligible
This looks exactly like the dozens of ordinary take out menu pamphlets stuck to refrigerator doors or kept somewhere in the kitchen of homes throughout the world. The Mysterious Menu is a cheaply printed menu flyer for a restaurant (usually Chinese or Indian cuisine, but occasionally Tex-Mex, pizza or subs) that doesn't exist.

Once per day, the Menu's owner can call the number printed and order enough ordinary food and drink for up to four people, despite the error message playing on the other end. The order arrives within 30 minutes to an hour, delivered by a phantasmal delivery person made of shadows, trash and dust.

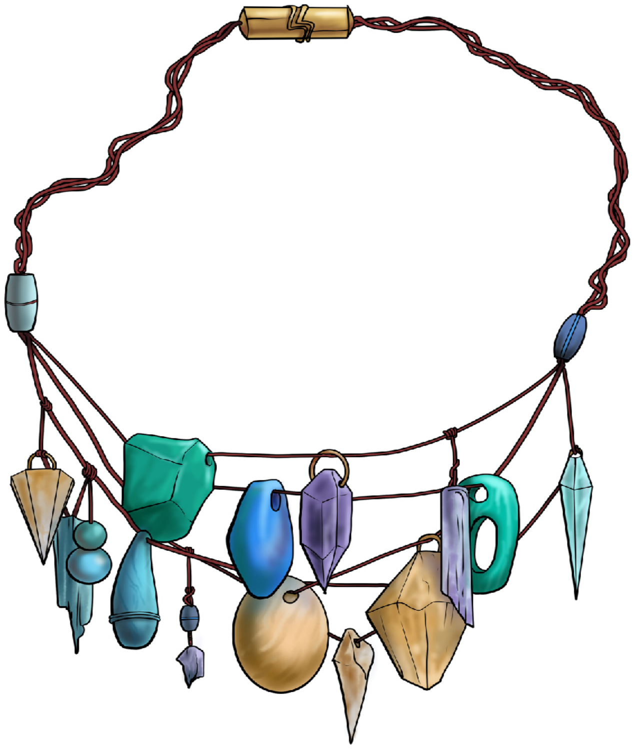
Construction
Requirements Craft Wondrous Items, *open all night*
Cost 3,000 gp (DC 22)

MUSICIAN'S WALLET

Aura moderate conjuration **CL** 7th
Slot none **Price** 4,000 gp (DC 23) **Weight** negligible
This slimline black leather wallet has a golden guitar design on the front, and the inner pockets are decorated with similar musical motifs.

Once per day, the wallet's owner can open the wallet to conjure any small musical accessory or replacement component for a musical instrument, such as a pair of drumsticks, new guitar or violin strings, replacement valves for a saxophone, and similar small items. If the Musican's Wallet is carried, the character gains a +2 competence bonus on Craft checks made to repair (but not create) musical instruments.

Construction
Requirements Craft Wondrous Items, *minor creation*
Cost 2,000 gp (DC 20)



NECKLACE OF VAMPIRIC RUNESTONES

Aura moderate psychometabolism **ML** 11th
Slot neck **Price** 21,780 gp (DC 29) **Weight** 1.5 lbs
A variety of multi-colored, jagged crystal shards have been strung on a long coil of thin, leather-wrapped hemp cord. Alien glyphs, blasphemous symbols that predate the rise of the Cultureborn Empire by aeons, have been carved into the rainbow of shards.

The Necklace of Vampiric Runestones allows the wearer to manifest *psychic drain* at will. Any time the wearer drains 8 or more power points from a target, the wearer also recovers 1d6 Hit Points. The first time in a day that the wearer would be reduced to 0 HP or fewer, and not destroyed outright, their attacker must succeed at a DC 16 FORT Save or suffer half damage from the attack, as per *forced share pain.*

Special: Only an evil creature can safely use the Necklace of Vampiric Runestones. Any non-evil creature who dons the necklace suffers one negative level, which never results in permanent level loss, but cannot be restored while the necklace is worn.

Construction
Requirements Craft Wondrous Items, creator must be evil, *false life, forced share pain, psychic drain*
Cost 10,890 gp (DC 26)

NEMESIS-TECH GYNO-MED KIT

Aura faint transmutation **CL** 2nd
Slot none **Price** 5,250 gp (DC 24) **Weight** 10 lbs
The Nemesis Lifespawn bloodline is known for its fertility, fecundity and raw carnality. Intelligent cultures derived from this bloodline are unquestioned masters of reproductive medicine by necessity and desire. Earth's Choicer Covenant has learned Nemesis-derived reproductive care techniques and integrated these aliens skills into their revolutionary nanotech and bio-technology.

The Nemesis-Tech Gyno-Med Kit is a small medical/surgical kit contained in a bio-tech carry-all grown from light yet strong chitin. The kit shares the bright warning colors of many Nemesis-spawn creatures': vibrant greens, blues, reds and yellows, as colorful as a parrot's plumage. All the technology inside are biologically based.

The Nemesis-Tech Gyno-Med Kit provides a +5 equipment bonus on Heal checks made to provide any kind of sexually oriented or reproductive care In addition, with a minute of effort, the user can provide a living creature with the benefit of the *fertility control* spell for one month. The user can also use *bloodless birth* at will via the kit.

Construction
Requirements Craft Wondrous Items, creator must have Awakened Heritage (Nemesis) fear or the Neo-Witch Midwife cultural template, *bloodless birth* *Culture of Choice*, *fertility control*
Cost 2,625 gp (DC 21)

PACIFICIAN PACIFISTO

Aura strong evocation **CL** 15th
Slot wrist **Price** 90,000 gp (DC 33) **Weight** 1 lb
This ornate, filigreed silver bracer extends to cover the back of the hand and ties with a thin silver chain around the wearer's middle finger. A thin silver housing, strong but seemingly delicate plugs directly into the Pacifician Warning Crystal on the back of the wearer's palm. When attached properly, the Pacifisto glows softly and hums like a tired vibrator.

Three times per day, the wearer can use *Resilient Sphere* as a standard action. Once per day, the wearer can use *Telekinetic* Sphere as a standard action.

Special: Only characters with the Pacifician Warning Crystal starting talent can benefit from this magic item.

Construction
Requirements Craft Wondrous Item, *resilient sphere, telekinetic sphere,* creator must be a Pacifician
Cost 45,000 gp (DC 31)

PACIFICIAN SHAG SPREAD

Aura faint conjuration **CL** 1st
Slot none **Price** 2,500 gp (DC 21) **Weight** 5 lbs
This heavy, supersoft and dangerously cuddly bedspread is woven from native Pacifician fibers, and slowly changes color from a milky white to a soft pink to various earth tones and back. Any Pacifician who can afford this bed spread owns at least one and probably more- one for home, one for office, one for space pod, ect…..

While atop the bed spread, creatures can enjoy a comfortable sex act (somehow) regardless of size or anatomical differences or oddities, a real boon when dealing with aliens. At the end of any sex atop the bed spread, you recover Hit Points equal to 3 + your lover's CHA modifier if wounded.

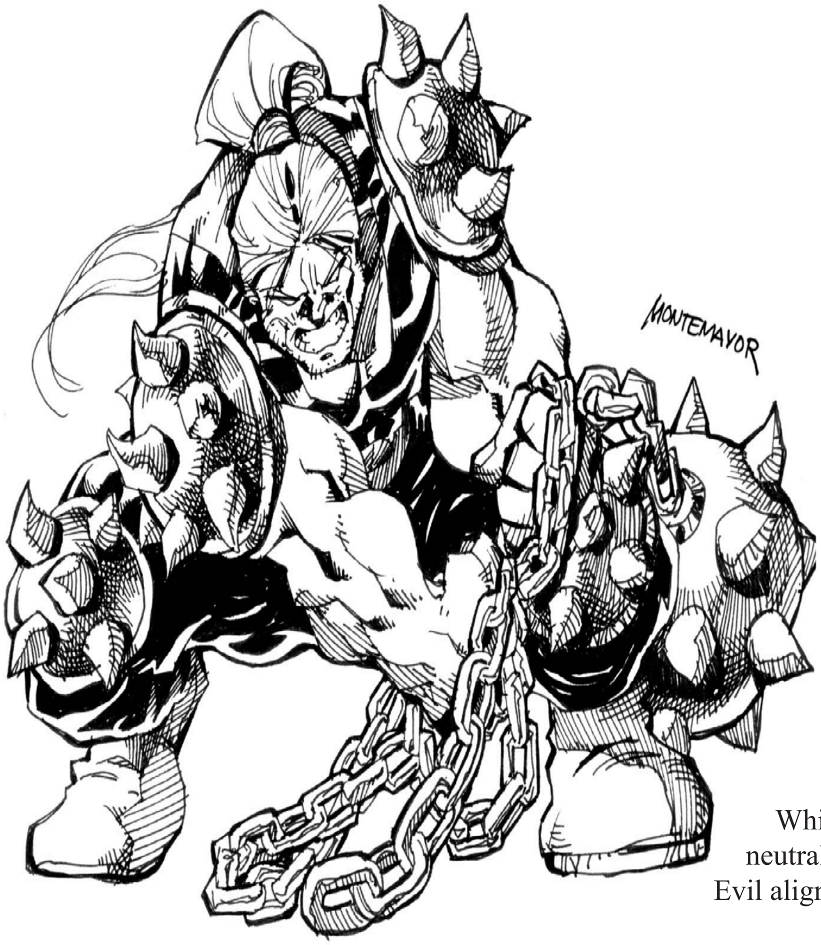
Construction
Requirements Craft Wondrous Item, *comfortable act, cure light wounds,* creator must be a Pacifician
Cost 1,250 gp (DC 18)

PAULDRONS, AMERICAN

Aura moderate transmutation **CL** 10th
Slot shoulders **Price** 5,500 gp (DC 23) **Weight** 4 lbs
These bulky and thickly padded, Kevlar-reinforced shoulder pads are painted in a bold red, white and blue pattern reminiscent of the American flag. Like America's military, the wearer of these pauldrons win battles through overwhelming and seemingly endless firepower – peace through strength.

While wearing American Pauldrons, any magical or psionic two-handed firearm wielded by the character gains the ***infinite ammunition*** property. This weapon becomes capable of semi-automatic and fully automatic fire.

Construction
Requirements Craft Magic Arms and Armor, *firefast, infinite ammunition*
Cost 2,750 gp (DC 21)



PAULDRONS, BRUTE

Aura faint transmutation **CL** 6th
Slot shoulders **Price** 24,000 gp (DC 29) **Weight** 10 lbs
These bulky, heavily armored shoulder pads are donned and worn much like football padding. These pauldrons are dense, pitted and battle worn aluminum/titanium plates, and whatever colors they were once painted in, their colors have been scraped and sun faded to puzzling illegibility.

While Brute Pauldrons are worn, the character gains a +4 enhancement bonus to their STR score, and reduces the armor check penalty for any Medium or Heavy armor worn by -2.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 12,000 gp (DC 26)

PAULDRONS, SPIKED

Aura moderate evocation **CL** 10th
Slot shoulders **Price** 8,600 gp (DC 25) **Weight** 4 lbs
These heavy shoulder pads are sheathed in dull, dented steel riveted with dozens of jagged iron spikes and blades. These pauldrons mark the wearer as an absolute madman with a blade.

While wearing Spiked Pauldrons, any magical or psionic slashing weapon the character wields gains the ***keen*** magical weapon property. If the wearer has a base attack bonus of +10 or greater, the weapon also gains the ***wounding*** property.

Construction
Requirements Craft Magic Arms and Armor, *bleed, keen edge*
Cost 4,300 gp (DC 23)

PENDANT, ANKH

Aura faint abjuration **CL** 5th
Slot neck **Price** 2,200 gp (DC 20)
Weight negligible
This silver-plated ankh looks like an everyday occult-shop trinket but is popular among undead, especially good natured ones, for its protective qualities.

While wearing the Anhk Pendant, a good or neutral aligned undead gains Channel Resistance +4. Evil aligned undead gain only Channel Resistance +2.

Construction
Requirements Craft Wondrous Items, creator must be undead, *death ward*
Cost 1,100 gp (DC 18)

PENDANT, CONFIDENCE CORE

Aura strong transmutation **CL** 11th
Slot neck **Price** 35,000 gp (DC 30) **Weight** negligible
A Confidence Core Pendant resembles a thumb-sized, conical silver and crimson drill bit on a silver chain. When the wearer's confidence and sense of self is at its highest, when they are most assured of their courage and purpose, the drill begins to rapidly vibrate, spin and pulse with pinkish light.

As a full round action, the wielder can attempt a DC 22 WILL Save. If this save is successful, the wearer and any powered armor or Mecha they are currently piloting benefits from the *crisis upgrade* spell. This effect ends if the wielder removes or exists the armor or Mecha, or if the wielder rolls a natural 1 on any WILL Save (though rerolling the saving throw negates this effect unless a second natural 1 is rolled.)

If the wearer fails the activation WILL Save, the Confidence Core Pendant cannot be used again for 3d6 hours. If the wearer has confirmed a critical hit within one minute of the activation attempt, he or she gains a +5 circumstance bonus on the activation WILL Save.

Construction
Requirements Craft Wondrous Items, creator must possess Iron Will and Improved Iron Will, *crisis upgrade*
Cost 17,500 gp (DC 28)

PENDANT, CROSS-MATING'S REWARD

Aura strong transmutation **CL** 9th
Slot neck **Price** 43,200 gp (DC 31) **Weight** negligible
Anthro sacred prostitutes of the Mates are extremely evangelistic. Sexual communion with a believer strengthens both participants' faith, and a carnal encounter can sometimes awaken new believers to the Mates' worship. For some, giving non-Anthro outsiders a chance to spend a few hours in fur creates not only a new convert, but a powerful new Anthro ally.

The Cross-Mating's Reward necklace is a colorful, intricately braid of bright beads and rainbow leather worn by the Mates' clergy and sacred *horae*, which is often temporarily gifted to a non-Anthro. If a non-Anthro wearing this pendant has a consensual sexual encounter with any Anthro, their body changes to match their Anthro partner's. The non-Anthro creature transforms into an Anthro of the same type and general physical capabilities as their Anthro lover, as per a temporary version of the *trans-furmation* spell.

This transformation normally lasts for the duration of the sexual encounter, plus an additional period determined by the wearer's Perform (sexual) check result. The wearer can remove the pendant at any time to end the effect and return to their original form.

Perform (sexual) Check DC	Transformation's Duration
DC 15	One hour after sexual encounter ends
DC 20	2d6 hours after sexual encounter ends
DC 25	1d3 days after sexual encounter ends
DC 30	Permanent

If the wearer's Perform (sexual) result is enough to achieve a permanent result, the pendant must be worn continually for at least one week before the transformation becomes an instant (and permanent) effect. If the wearer removes the Cross-Mating's Reward prior to this period he or she immediately resumes their original form.

Construction
Requirements Craft Wondrous Items, *trans-furmation,* creator must be an Anthro worshipper of the Mates, the Mutt or Breeder Oblix
Cost 21,600 gp (DC 29)

PENDANT, HEROIC

Aura faint enchantment **CL** 2nd
Slot neck **Price** 2,200 gp (DC 20) **Weight** negligible
A simple, round cut gem of some strong, shining color inset into a simple brass or golden disk, worn on a thick leather band – these necklaces are worn by young adventurers throughout the Multiverse. Two varieties of Heroic Pendant exist: one with a stone of warm hue, the other with a stone with a cooler color.

Heroic Pendant with a cool colored stone (sapphire, emerald, ect) provides the wearer with a +1 luck bonus to Armor Class.

A Heroic Pendant with a hot colored stone (ruby, tourmaline, ect) provides the wearer with a +1 luck bonus to attack rolls.

Construction
Requirements Craft Magic Arms and Armor, *gallant inspiration*
Cost 1,100 gp (DC 18)

PENDANT, LIFESENSING

Aura strong divination **CL** 17th
Slot neck **Price** 306,000 gp (DC 38) **Weight** negligible
Both the metal and the gemstone set within this heavy pendant are identical shades of blood red. The pendant is worn on a heavy black ribbon, woven with crimson-violet tracery.

While wearing the Lifesensing Pendant, the wearer's Lifesense racial ability gains a range of one lightyear, if its base range is less. Once per day, the wearer can concentrate on any Lifespawn creature within this sensory radius that he or she is aware of. Doing so is a full round action that allows the wearer to learn the following information about the Lifespawn.

- The targeted Lifespawn's current and maximum Hit Points
- The targeted Lifespawn's Lifecount and bloodline
- The targeted Lifespawn's class levels or Hit Dice

- What Lifechained feats, if any, the targeted Lifespawn possesses
- If the targeted Lifespawn possesses any merged Integral items, though not their exact capabilities

Special: Only a creature with the Lifespawn subtype and the Lifesense racial quality can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, creator must be a Lifespawn, *system scan*
Cost 153,000 gp (DC 36)

PENDANT, MATE'S BLESSING

Aura faint transmutation **CL** 1st
Slot neck **Price** 1,000 gp (DC 17) **Weight** negligible
This popular charm is often presented to young Anthro lovers who have chosen a mate with a radically different morphology. The Mate's Blessing is a small, erotic silver or gold charm on a simple chain of the same metal.

When worn by a creature who has chosen the Mates as a patron deity, the character is under a constant *fertility control* and *comfortable act* effect, allowing them to safely and enjoyably take lovers of a variety of species.

Similar Items
This item might also be found as a ring, genital or nipple piercing (belt or body slot), or as a facial piercing or nose-ring (face slot). Sexually positive occultists worshipping other deities might manufacture similar items for their co-religionists.

Construction
Requirements Craft Wondrous Items, *comfortable act, fertility control,* creator must have chosen the Mates as a patron deity
Cost 500 gp (DC 15)

PENDANT, NEW AGE

Aura faint transmutation **CL** 3rd
Slot neck **Price** 2,200 gp (DC 20) **Weight** negligible
This golden medallion dates back to the 1970s, and shows it in its ostentatious, retro-chic design. The medallion is a golden disk inscribed with an all-seeing eye within a pyramid.

While wearing the New Age Pendant, the character gains *Reincarnate* as a bonus feat. The New Age Pendant must be worn continually for at least 24 hours before it bestows this benefit.

Construction
Requirements Craft Wondrous Items, Reincarnate, *owl's wisdom*
Cost 1,100 gp (DC 18)

PENDANT, SATURN

Aura faint telepathy **ML** 5th
Slot neck **Price** 10,000 gp (DC 26) **Weight** negligible
This golden necklace displays a stylized vision of Saturn: a beautiful world ringed with slender disks. The intricately carved disk conceals intricate psi-tech circuitry. These devices are both a warning badge displaying a psion's raw mental power, and an augmentation of that power.

While wearing a Saturn Pendant, the character can augment powers from the Telepathy discipline as if their manifester level was +2 higher than normal.

Special*:** The Saturn Pendant can be worn with any type of *battle lingerie,** forming a bikini clasp on the battle lingerie. When worn in this manner, it does not take up an item slot but otherwise functions normally.

Construction
Requirements Craft Wondrous Items, Telepathic Link, *mindlink*
Cost 5,000 gp (DC 23)

PENDANT, STRANGE METAL

Aura faint transmutation **CL** 5th
Slot neck **Price** 22,000 gp (DC 28) **Weight** negligible
A slivery of gleaming blue-black xeno-metal is contained within a perfectly clear glass bead and hung from a chain of the same metal. The metal itself is likely a remnant of an earlier Universal Iteration, as its properties defy conventional analysis and warp local gravity.

While wearing the Strange Metal Pendant, the wearer's flight speed is increased by 50% and their maneuverability is increased by one step. The wearer gains the Hover feat and is considered to be under a constant *featherfall* effect. These bonuses apply anytime the wearer gains access to a Flight speed, including those provided by spells and magic items.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 11,000 gp (DC 26)

PENDANT, TECHNOLOGIC HEART

Aura strong universal **CL** 13th
Slot neck **Price** 118,300 gp (DC 34) **Weight** 1 lb
Worn on a thick, golden chain this heavy pendant is a square-cut ruby that occasionally flashes with internal fire. When worn, it is hot against the skin. When pulled away from the wearer's body, static discharges flare.

While wearing the Technologic Heart, the wearer gains the Awakened Heritage (Genesis) feat as a racial bonus feat. The wearer ceases to age, and becomes immune to aging effects, death effects and ability score damage/drain. The wearer has no maximum age while the Technologic Heart is worn; however, if the pendant is removed these effects immediately end. If the wearer is beyond the maximum age for its species, when the pendant is removed, they immediately die from old age.

Special: Only creatures without the Lifespawn subtype can wear this pendant; it offers no benefit and does not bond with creatures that are already Lifespawn.

Construction
Requirements Craft Wondrous Items, creator must have Awakened Heritage (Genesis) or the Battlechanger subtype, *limited wish*
Cost 59,150 gp (DC 32)

PENDANT, WILD TOTEM

Aura moderate transmutation **CL** 10th
Slot neck **Price** 25,000 gp (DC 29) **Weight** negligible
A Wild Totem is an African fetish – a ceramic sculpture resembling a wild dog's snarling visage, worn on a short leather throng decked with brown, red and orange beadwork.

The Wild Totem allows the wearer to transform into an animal form, duplicating the effects of *beast shape III,* up to three times per day. In order to transform into a specific type of animal, a living example of that animal species must be visible to the wearer within 300 ft at the instant of transformation.

For example, if the wearer wished to transform into an elephant, a living elephant must be nearby. The wearer can control minor aspects of their transformation, such as the coloration, gender or physical appearance of the animal they transform into, however. They do not need to exactly duplicate the exemplar animal.

Construction
Requirements Craft Wondrous Items, *beast shape III*
Cost 12,500 gp (DC 26)

PERFORMANCE HEADPHONES, GAMER'S

Aura faint divination **CL** 3rd
Slot head **Price** 2,400 gp (DC 21) **Weight** negligible
These bulky blue and purple plastic noise-canceling headphones include lots of glowing LEDs that serve no purpose but look cool. The wireless antenna on either side almost look like sleek, polygonal rabbit ears.

Gamer's Performance Headphones function ***+3 Performance Headphones***, which provide a +4 competence bonus on Computer Use and Knowledge (technology) checks.

Construction
Requirements Craft Wondrous Items, *hacker spark*
Cost 1,200 gp (DC 18)

PERFORMANCE HEADPHONES, OUTLAW JOURNO

Aura strong divination **CL** 13th
Slot head **Price** 165,000 gp (DC 36) **Weight** 2 lbs
These bulky, hot-pink headphones are emblazoned with Outlaw Sex Station 09's glowing star logo, and have a retractable antenna built into the left 'can'. A folding boom microphone is built into the opposite ear piece.

Outlaw Journo Headphones function as +2 Performance Headphones, and include an integrated palm top computer (controlled by holo-displays and voice commands) and a secure, multi-channel ansible communicator with a multi-light year range.

The Outlaw Journo Headphones allow the user to use several Bard spells, the better to seek out information, tell a story the ICG doesn't want the galaxy to hear or just spread the love. These powers can be used a number of times per day as shown below.

- **Detect Magic** (at will)
- **Expository Geomorph*** (3x per day: 1x four sided geomorph, 2x twenty sided geomorphs)
- **Joyful Rapture** (1x per day)
- **Persistent Image** (3x per day)
- **Share Memory** (at will)
- **Undetectable Alignment** (at will)

Construction
Requirements Craft Magic Arms and Armor, *detect magic, expository geomoroph, joyful rapture, persistent image, share memory, undetectable alignment*
Cost 82,500 gp (DC 33)

PHASE GEM

Aura strong transmutation
CL 13th
Slot neck **Price** 72,800 gp (DC 33) **Weight** negligible

This brooch has a weighty gold fitting with an inset disk of wine-dark *yahn crystal*. When the wearer calls upon the gem's power, the stone burns with vermillion light, and the wearer becomes a translucent, ghostlike figure lit in shades of purple and crimson.

While wearing the Phase Gem, the character can become *ethereal* as the *ethereal jaunt* spell, up to twice per day. Each activation has a maximum duration of 10 rounds (one minute).

Construction
Requirements Craft Wondrous Items, *ethereal jaunt*
Cost 36,400 gp (DC 31)

1,250,359
ARMAGEDDON LADY
AMAZON
DA

PINBALL WIZARD: "THE ALL SEEING EYE"

Aura strong divination **CL** 10th
Slot none **Price** 150,000 gp (DC 35) **Weight** 200-250 lbs

The All Seeing Eye is a futuristic pinball machine with a fantasy motif. A neon hologram of a bearded wizard with a conical hat taunts and berates the players as flashing lights and buzzers distract them. Victory means access to useful divination magic.

Playing a game of "All Seeing Eye" requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the divination effect provided to the player. Failure wastes the money and time but provides no benefit.
A specific creature can only benefit from the pinball machine once per day.

- DC 10: Anticipate Peril
- DC 12: Identify (an object placed atop the pinball machine)
- DC 14: Locate Object
- DC 16: Clairaudience/Clairvoyance
- DC 18: Locate Creature
- DC 20: Scrying

Construction
Requirements Craft Wondrous Items, *Anticipate Peril, Clairaudience/Clairvoyance, Identify, Locate Creature, Locate Object, Scrying*
Cost 75,000gp (DC 33)

PINBALL WIZARD: "MISTRESS OF THE CRYPT!"

Aura strong necromancy **CL** 10th
Slot non **Price** 150,000 gp (DC 35) **Weight** 200-250 lbs

Mistress of the Crypt is a futuristic pinball machine with a gothic motif. A blood red hologram of a barely clothed vampire seductress taunts and wiggles for the player's entertainment. The playing field resembles a Satanic torture dungeon, filled with sultry monsters and cute virgins in diaphanous gowns chained to the bumpers. Victory means access to deadly necromantic magic.

Playing a game of "Mistress of the Crypt!" requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the abjuration effect provided to the player. Failure wastes the money and time but provides no benefit. A specific creature can only benefit from the pinball machine once per day.

- DC 10: False Life
- DC 12: Decompose Corpse (corpse placed atop the pinball machine)
- DC 14: Command Undead (spell is inert for up to 4 hours or until you need an undead creature if none are present nearby)
- DC 16: Gentle Repose (corpse placed atop the pinball machine)
- DC 18: Animate Dead (corpses must be on or near machine)
- DC 20: Magic Jar

Construction
Requirements Craft Wondrous Items, *animate dead, command undead, decompose corpse, false life, gentle repose, magic jar*
Cost 75,000 gp (DC 33)

PINBALL WIZARD: "OPERATION: FORCEFIELD"

Aura strong abjuration **CL** 5th
Slot none **Price** 60,000 gp (DC 32) **Weight** 200-250 lbs
Operation: Forcefield is a futuristic pinball machine with a space-battle motif. A holographic starfighter floats above a starry playfield, making intense laser sounds and thruster noises. The playfield is decorated with flashing nebula and octopus like space monsters in neon-colors. Victory means access to protective abjuration magic.

Playing a game of "Operation: Forcefield " requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the abjuration effect provided to the player. Failure wastes the money and time but provides no benefit.
A specific creature can only benefit from the pinball machine once per day.

- DC 10: Endure Elements
- DC 12: Shield
- DC 14: Obscure Object (single object placed atop the pinball machine)
- DC 16: Resist Energy
- DC 18: Nondetection
- DC 20: Dispel Magic

Construction
Requirements Craft Wondrous Items, *dispel magic, endure elements, obscure object, nondetection, resist energy, shield*
Cost 30,000 gp (DC 30)

PINBALL WIZARD: "MIGHTY MUTATOR!"

Aura strong transmutation **CL** 5th
Slot none **Price** 60,000 gp (DC 32) **Weight** 200-250 lbs
The Mighty Mutator! is a futuristic pinball machine with an post-apoc motif. A neon hologram of a burly, green skinned muscle man with a massive battleaxe fights holographic mutants and shouts brutal encouragement at the player, while the silver multi-balls bounce around a play field decorated with ruined cities and giant bugs.

Playing a game of "Mighty Mutator!" requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the transmutation effect provided to the player. Failure wastes the money and time but provides no benefit. A specific creature can only benefit from the pinball machine once per day.

- DC 10: Polypurpose Panacea
- DC 12: Ant Haul
- DC 14: Make Whole (an object placed atop the pinball machine)
- DC 16: Alter Self
- DC 18: Bull's Strength or Bear's Endurance (player's choice)
- DC 20: Keen Edge (melee weapon placed atop pinball machine)

Construction
Requirements Craft Wondrous Items, *ant haul, alter self, bear's endurance, bull's strength, keen edge, make whole, polypurpose panacea*
Cost 30,000 gp (DC 30)

POCKET DOLLHOUSE

Aura strong conjuration and universal **CL** 13th
Slot none **Price** 68,000 gp (DC 32) **Weight** 1 lb (inactive)
This tiny miniature dollhouse folds up into a flattened disk with a clamshell cover – everything in the doll house folds flat on cunningly jointed seams. The toy responds to its user's wishes as much as their fingers.

The tiny pieces of furniture can be folded, transformed, removed and replaced at whim to turn the tiny room pictured into a bedroom, or a library, or a kennel, a hospital room, or virtually anything else, with tiny 1/72nd scale accessories and furniture to match.

Once per day, the owner of the Pocket Dollhouse can manipulate and reconfigure the dollhouse into any room of the owner's choosing. Doing so requires five minutes; once the dollhouse is assembled to the user's satisfaction, he or she merely sits it in an open space, and the Pocket Dollhouse folds out into a tiny, single room structure similar to a *secure shelter.*

The created room has any mundane fixtures or furnishings the user desires, which can be used as a skill kit of the user's choice. The room created as any devices or high tech equipment the user wishes, provided these devices are available to the general public. Unique, magical or psionic items cannot be created. For instance, if the user creates a hospital room with the Dollhouse, the room would be furnished with one or more hospital beds, IV stands, monitoring equipment, as well as medical supplies and first aid kits. Conjured items cannot be removed from the room, and vanish when the effect's duration expires.

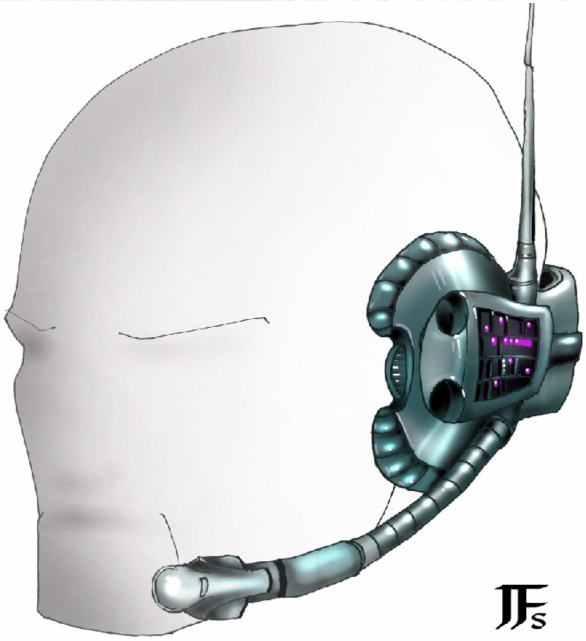
Construction
Requirements Craft Wondrous Items, *limited wish, secure shelter*
Cost 34,000 gp (DC 30)

PSI-AMP TIARA

Aura faint psychokinesis **ML** 3rd
Slot forehead **Price** 2,500 gp (DC 21) **Weight** 2 lb
The pampered and arrogant psions of the Huxley Emergence often wear elaborately sculpted, jeweled Psi-Amp Tiara to both boast of their mastery of psionic warfare and to augment that same capacity. These items take the form of a variety of angular, almost abstract crowns, diadems and tiaras. Materials range from a unique gleaming black alloy of platinum designed to boost mental acuity to forms of emerald with a magnetic signature.

Each Psi-Amp Tiara provides the wearer with Favored Energy as a bonus feat, of an energy type chosen by the creator. There is usually no correlation between the Tiara's design or material construction and the energy type.

Construction
Requirements Craft Wondrous Items, Favored Energy, *energy ray*
Cost 1,250 gp (DC 18)



PSYCHE-READER

Aura strong telepathy **ML** 15th
Slot head **Price** 180,000 gp (DC 36) **Weight** 1 lbs
This psi-tech device is a wearable computer that fits tightly to the back of the skull, completely covering each ear and part of the temple. Wearing a psyche-reader gives a person access to powerful psionic disciplines designed to heal troubled minds or manipulate their enemies with equal facility.

A Psyche-Reader allows the character to manifest *suppress compulsion* at will, manifested as if augmented to permanently remove a compulsion. The Psyche-Reader allow allows the wearer to manifest a variety of other powers from the telepathy discipline, a number of times per day listed below. These powers are never augmented.

- *Alienation (1x/day)*
- *Aversion (3x/day)*
- *Detect compulsion (at will)*
- *Detect psionics (at will)*
- *Mind control (1x/day)*
- *Read thoughts (at will)*

Finally, the Psyche-Reader provides the character with a +5 competence bonus on Bluff, Diplomacy and Sense Motive checks

.

Construction
Requirements Craft Wondrous Items, *alienation, aversion, detect compulsion, detect psionics, mind control, read thoughts, suppress compulsion*
Cost 90,000 gp (DC 33)

RABBIT'S SOCKS

Aura moderate transmutation **CL** 5th
Slot feet **Price** 28,000 gp (DC 29) **Weight** negligible
Humans consider rabbit's feet lucky, and rabbit Anthros consider these enchanted, pastel cotton socks (always with a knit rabbit's paw on the bottom in a complementary color) to be equally lucky.

While wearing Rabbit's Socks, the character gains a Burrow speed of 20 ft, which only allows burrowing through unworked earth or loose sand. In addition, the wearer is under a continual *fertility control* effect, save that this effect is designed to dramatically increase fertility. Finally, the wearer gains a +1 competence bonus on Acrobatics checks and Craft (structural) checks made to construct subterranean structures.

Construction
Requirements Craft Wondrous Items, *anthro adaptation, canny effort, fertility control*
Cost 14,000 gp (DC 27)

RAMMING WRAPS

Aura faint transmutation **CL** 3rd
Slot headband **Price** 4,500 gp (DC 23) **Weight** negligible
These heavy, durable wool, leather or even rubber tubes are usually brightly colorful, and come in a matched pair designed to fit over a pair of horns or antlers. When donned, the horns or antlers become even heavier, sharper and more impressive.

While wearing Ramming Wraps, the Anthro's Gore natural weapon attack inflicts damage as if he were a creature two size categories larger than his base size.

Special: Only Anthros with a Gore natural weapon described as horns or antlers can benefit from this magic item.

Similar Items

Equine Anthros with hoof stomp (bludgeoning) natural weapons sometimes wear ***Fighting Wraps*** which function similar, enhance that attack form and occupy either the hands or feet magic item slot. ***Tiger's Wraps*** occupy the same slots but enhance claw (slashing) natural weapons, and are popular with feline, canine and ursine Anthros.

Construction
Requirements Craft Wondrous Items, creator must be an Anthro, *bull's strength*
Cost 2,250 gp (DC 21)

RECOLLECT MEMORY IMPLANTER

Aura strong evocation **CL** 18th
Slot none **Price** 280,000 gp (DC 37) **Weight** 500 lbs
The Recollect Memory Implanter is a massive high-tech throne, something like a futuristic cross between an electric chair and dental exam chair. These chairs often include masterwork manacles and restraints.

A willing or helpless subject placed into the RMI undergoes dramatic memory alteration. This functions as *modify memory,* save that false memories up to six months in duration can be implanted. Each hour of effort by the programmer implants memories of up to one week's duration. As always, illogical or nonsensical memories are dismissed as dreams, hallucinations or the aftereffects of drugs or alcohol.

Construction
Requirements Craft Wondrous Items, *modify memory*
Cost 140,000 gp (DC 35)

RIFTING QUIVER

Aura strong conjuration **CL** 12th
Slot none/weapon **Price** 12,000 gp (DC 26) **Weight** 5 lbs
This bulky black quiver is sewn from glossy black leather which always gleams with pinkish-purple reflections, regardless of prevailing light conditions, like it is always bathed in strange neon.

The Rifting Quiver can produce an infinite number of **+1 javelins.** Only one *+1 javelin* is created at a time, and when thrown, it vanishes as soon as the attack roll is resolved, whether it hits or misses. In addition, each dawn, 1d3 Rifting Javelins appear within the Rifting Quiver. If not used before the following dawn, these glowing javelins vanish without a trace.

Construction
Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider
Cost 6,000 gp (DC 24)

RING, ADRENALINE

Aura moderate transmutation **CL** 10th
Slot ring **Price** 8,500 gp (DC 25) **Weight** negligible
This plain silver ring has nearly invisible injection needles on the inner surface, and when the ring is twisted, they deliver a minute yet potent payload of synthetic adrenaline and short duration occult steroids.

Once per day, the wearer can twist the Adrenaline Ring to gain a +8 enhancement bonus to his STR and a +4 enhancement bonus to his CON scores for one minute. The wearer is *fatigued* for 10 minutes after this enhancement period ends.

Construction

Requirements Forge Ring, Heal 10 ranks, *bear's endurance, bull's strength*

Cost 4,250 gp (DC 23)

RING, ANVIL FORM

Aura strong abjuration **CL** 12th

Slot ring **Price** 24,200 gp (DC 29) **Weight** negligible

This wide copper ring is carved into irregular plates that resemble the cracked surface of a dry riverbed. Twisting the ring and verbally ordering it to do its thing activates its potent defensive powers.

Once per day, the wearer can twist the ring and gain the benefit of *stoneskin.* While the *stoneskin* effect is active, the wearer gains a +4 enhancement bonus to his STR score.

Construction

Requirements Forge Ring, *bull's strength, stoneskin*

Cost 12,100 gp (DC 26)

RING, BAILOUT

Aura faint abjuration **CL** 3rd

Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible

This simple, unadorned ring is made of some bright orange alien metal that gleams and flashes in the sunlight. On the hand, the plain metal band is incredibly eye-catching. Pilots covet these orange rings.

The Bailout Ring activates automatically if the wearer is involved in any vehicle or aircraft crash. Any damage inflicted by the crash is treated as non-lethal damage instead.

Construction

Requirements Forge Ring, *crash balloon*

Cost 3,000 gp (DC 22)

RING, DR. YOUP'S GUNSLINGIN'

Aura faint conjuration **CL** 3rd

Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible

This simple ring could easily pass for a wedding ring of the approved ICG type- only the Dr. Youp's branding inscribed on the inner surface hints at the device's true nature. Though hotly illegal, this ring is very popular among spacers and criminals- it's the ultimate hold out weapon.

As a swift action, the wearer can conjure a single, fully charged Spacer's Blaster into his empty hand. The Spacer's Blaster remains for either one minute or until all its charges are used up, whichever is shorter before vanishing. The Gunslingin' Ring can be used up to 5 times per day.

Construction

Requirements Forge Ring, *summon firearm*

Cost 3,000 gp (DC 22)

RING, FLIGHT

Aura moderate transmutation **CL**10th

Slot ring **Price** 112,000 gp (DC 34) **Weight** negligible

This heavy golden ring, emblazoned with the heraldic crest of a galactic military order or police squad, contains thousands of miles of intricate micro-circuitry and nanite-based anti-grav field emitters.

While wearing a Flight Ring, the character benefits from a constant *military flight* effect. In addition, the ring's bodywide energy field has moderate life-support properties, and the wearer is treated as being equipped with the Space Suit special armor quality.

Construction

Requirements Forge Ring, *emergency space suit, military flight*

Cost 56,000 gp (DC 32)

RING, FUNCTION-X

Aura faint transmutation **CL** 5th
Slot ring **Price** 10,000 gp (DC 26) **Weight** negligible
This ring is made from puzzle-like overlapping scales of orange metal. By twisting and manipulating these tiny, irregular scales in an intuitive way, a Battlechanger wearer can gain useful new 'gadget' alt-modes, customized to the needs of the situation.

A wearer with the Battlechanger subtype gains a new gadget alt-mode of their choice when this ring is donned. With one minute of concentration, the wearer can replace this new alt-mode with a different alt-mode of their choosing. The wearer can change their gadget alt-mode as often as once per 24 hours. A non-Battlechanger gains no benefit from this ring.

Construction
Requirements Forge Ring, *metamorphic adaptation*
Cost 5,000 gp (DC 23)

RING, HERMAPH

Aura faint transmutation **CL** 3rd
Slot ring **Price** 3,000 gp (DC 23) **Weight** negligible
Forged from gleaming black metal carved with complex and explicitly sexual motifs, these rings are common among Nemesis Lifespawn, as well as Anthro xeno-breeders. Galactic law considers these dangerous, often illegal artifacts, outside of registered clergy of the Nemesis or the Mates.

While wearing the Hermaph Ring, the wielder can change their gender at will, becoming male, female or bi-gendered as desired, as well as gaining feats and powers resisted to either gender. While in a male configuration, the wearer can impregnate females of virtually any intelligent species and produce viable hybrid offspring; the wearer cannot be impregnated in female configuration while this ring is worn.

Construction
Requirements Craft Magic Arms and Armor, *alter self, fertility control,* creator must have Awakened Heritage (Nemesis) or be an Anthro
Cost 1,500 gp (DC 19)

RING, ILLEGAL ARMY

Aura moderate conjuration **CL** 15th
Slot ring **Price** 24,000 gp (DC 29) **Weight** negligible
The Illegal Army Ring is a simple platinum band that expands into three tiny spheres at various points around the circumference. Two spheres rest close together, the third at the opposite edge of the circle. Twisting the ring around the finger activates its magic.

Once per day, the Illegal Army Ring can summon a force of 3d6 Ops Clones *(Secret Soldiers),* who serve the wearer loyally for up to fifteen minutes or until destroyed.

Construction
Requirements Forge Ring, *summon monster IV*
Cost 12,000 gp (DC 26)

RING, INFINITE AMMO

Aura faint conjuration **CL** 3rd
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
This silver ring is studded with alternating bands of black glass along its length, giving it stripes resembling binary code.

A firearm or energy weapon wielded in the same hand as the ring is affected by the *infinite ammunition* spell, automatically refilling its cell or magazine when emptied.

Similar Items

A variety of similar items, all forged with Craft Wondrous Items, can be designed to occupy different body slots. A set of *Infinite Ammo Bracers* occupies the wrist slot, a pendant form of this gadget might occupy the neck slot, and a diadem type item or *Rambo*-inspired headband might occupy the head slot. Other possibilities, too many to list, occupy different body slots. The ***Charging Holster***, described elsewhere in this sourcebook, occupies no item slot.

Construction
Requirements Forge Ring, *infinite ammunition*
Cost 3,000 gp (DC 22)

RING, MAKING

Aura moderate transmutation **CL** 10th
Slot ring **Price** 14,500 gp (DC 27) **Weight** negligible
Four tiny equipment modules, each only slightly larger than an apple seed, are spaced equidistantly around the circumference of this dull golden ring. These tiny equipment pods occasionally flash with dim light, as nearly microscopic machines operate inside.

While wearing the Making Ring, the wearer gains a +5 competence bonus on all Craft check to produce high tech items. In addition, any magical item worn by the character, including magical armor and magical weapons carried by the character gains the equivalent of the *impervious* magic armor property, even if it a type of item this property would not normally apply to.

Construction
Requirements Forge Ring, *fabricate, make whole,* creator must have either the Awakened Heritage (Genesis) feat or the Battlechanger subtype
Cost 7,250 gp (DC 25)

RING, MIND MASTER'S

Aura strong telepathy and evil **ML** 18th
Slot ring **Price** 80,000 gp (DC 33) **Weight** negligible
This thick golden band is decorated with a huge, square-cut diamond that glows from within with cold, cobalt radiance.

If the Mind Master's Ring is worn by any character with the thrallherd class feature, the wearer gains Master's Refuge and Master's Voice as bonus feats, even if they do not otherwise meet the requirements.
Construction
Requirements Craft Wondrous Items, *mindseed*
Cost 40,000 gp (DC 31)

RING, OMNISEXUALIST'S

Aura faint transmutation **CL**
Slot ring **Price** 1,250 gp (DC 18) **Weight** negligible
This bulky and elaborate silver ring is decorated with multicolored gem shards arranged in spiraling, haphazard patterns.

While wearing the ring, may comfortably engage in sexual acts with any creature, regardless of size differences or anatomical oddities. While wearing this ring, you receive a +2 competence bonus on Diplomacy checks made against previously unknown or undiscovered species (in first-contact type situations). This bonus remains in place for 1d4+1 days after first contact is made.

Construction
Requirements Forge Ring, *comfortable act*
Cost 625 gp (DC 16)

RING, PACIFICIAN LOVEROOM

Aura faint evocation **CL** 5th
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
This pink gold ring is studded with silvery chips of Pacifician *ero-pearl.*

By twisting the ring in a certain way, the wearer can cast Tiny Hut once per day. The Tiny Hut created remains in place for up to 10 hours. It is decorated as a typical Pacifician love room- a white shag carpet six inches deep, soft pillows made of transparent latex and filled with air, and dim pinkish light perfect for lovemaking.

Construction
Requirements Forge Ring, *tiny hut*
Cost 3,000 gp (DC 22)

RING, PANIC FIELD

Aura strong evocation **CL** 10th
Slot ring **Price** 20,000 gp (DC 28) **Weight** negligible
This wide dull-silver band covers three fingers on even a big man's knuckles. A subtly recessed ovoid ruby is worn facing the palm. When displayed, it flares with pinkish iridescence, projecting a dome of nearly indestructible light.

Once per day, the Panic Field Ring can be displayed to create a spherical effect identical to a *wall of force*, centered on the wearer. The wearer decides whether this spherical force field is 20 ft, 30 ft or 50 ft in diameter. Once created, the forcefield's duration cannot be changed, and the forcefield persists until the effect's duration expires or it is destroyed.

Construction
Requirements Forge Ring, *wall of force*
Cost 10,000 gp (DC 26)

RING, PINK KARBON

Aura moderate evocation **CL** 10th
Slot ring **Price** 16,000 gp (DC 28) **Weight** negligible
This ring is a slender hoop of matte black plastic, inset with a tiny diamond-cut ruby. The small gemstone glows with a vibrant pink light. When donned, any Karbon-gear worn by the character has their energy signature shift from a cool, electric blue to a hot pink.

If worn with any armor with Karbon- in the name, the armor gains Fire Resistance 10. If worn with any weapon with Karbon- in the name, the weapon gains the Flaming property. A Pink Karbon Ring has no effect if worn without Karbon-gear.

Construction
Requirement Forge Ring, *fireball, resist energy*
Cost 8,000 gp (DC 25)

RING, TEMPORAL SPIN

Aura moderate transmutation **CL** 10th
Slot ring **Price** 15,000 gp (DC 27) **Weight** negligible
This black metal ring holds a caged, atomic-scale singularity within a tiny magnetic bottle at its center. Twisting the ring fractionally weakens the magnetic bottle, allowing the ring's circuitry to provide tactical time warping.

The Ring of Temporal Spin allows the wearer to use any one of the following spells once per day: *fold space, haste* or *military flight*.

Construction
Requirements Forge Ring, Knowledge (physical sciences) 10 ranks, *fold space, haste, military flight*
Cost 7,500 gp (DC 25)

RING, TOUCAN'S

Aura faint transmutation **CL** 3rd
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
Follow your nose to this smooth, highly polished stone ring with its rainbow of colors. Once donned, the wearer's nose and lips change shape, becoming a big, bold and colorful toucan's beak.

While wearing the Toucan's Ring, the character gains the scent special quality. In addition, they can relax their head and body, allowing head to loll and their beak point in the direction of any one of the following:

True north
The wearer's home or lair or any place they have lived for at least one month
The nearest source of potable water
Edible, free growing fruits

The wearer can 'follow their nose' up to three times per day; doing so is a full round action.

Construction
Requirements Forge Ring, *anthro adaptation*
Cost 3,000 gp (DC 22)

RING, TRUE SCIENCE

Aura faint divination **CL** 5th
Slot ring **Price** 3,500 gp (DC 22) **Weight** negligible
This knotted ring looks like an ordinary silver marriage band, yet the metal is an ultra-dense alloy unknown to Earth metallurgy, and the twisting, interleaved bands represent the Phallus and its twin Necklaces of habitable worlds.

While wearing a True Science Ring, a creature with the Lifespawn subtype adds their Lifecount as an insight bonus on the following Knowledge checks: *arcana, nature, physical sciences, planes, religion.*

Similar Items

The ***True Engineering Ring*** is a smooth golden band with a thin strip of some glossy black metal running the full circumference of the ring, sandwiched between thicker bands of gold. Knowledge (technology) is used in its construction, and the wearer receives an insight bonus equal to their Lifecount on the following skills: Craft (cybernetic, electronic, mechanical) as well as Knowledge (technology) and Pilot.

Construction
Requirements Forge Ring, creator must have 10 ranks in Knowledge (physical sciences), creator must possess the Awakened Heritage feat
Cost 1,750 gp (DC 20)

RING, UNITRANS

Aura faint divination **CL** 3rd
Slot ring (or other)**Price** 6,000 gp (DC 24) **Weight** negligible
The Unitrans (short for 'universal translation') ring is a common magical item; adventurers and diplomats who can afford a Unitrans Ring will always choose it over tech-based translation devices. The Unitrans Ring is made from interlaced metal cords of green steel and star-gold.

The wearer of the Unitrans Ring is considered to be under a permanent *tongues* effect. Though normally worn as finger jewelry, this item is also available as a body piercing, which occupies either the body, belt or chest slot instead of a ring slot, at the same cost. The belt slot version, which is a genital piercing, is probably the most popular, probably because the galaxy is full of perverts.

Construction
Requirements Forge Ring, *tongues*
Cost 3,000 gp (DC 22)

ROYAL BEADS

Aura faint evocation (sonic) **CL** 3rd
Slot neck **Price** 2,000 gp (DC 20) **Weight** 1 lb
These heavy monks beads are heavy leather wrapped in blue suede, beloved by monks who worship the Uncrowned King as a kung-fu avatar of justice (which is a lot of 'em).

While wearing the monk's beads, a character who has chosen Elvis Presley the Uncrowned King as a patron deity adds +1d6 points of sonic damage with a successful unarmed strike, as snatches of old Elvis tunes blare forth at ear-splitting volume on a good hit. Characters with no connection to Elvis Presley the Uncrowned King only add +1 sonic damage on a successful unarmed strike, and the sound of the magic is much weaker.

Construction
Requirements Craft Magic Arms and Armor, *sound burst*
Cost 1,000 gp (DC 18)

ROYAL SHOES

Aura faint enchantment **CL** 3rd
Slot feet **Price** 12,000 gp (DC 26) **Weight** 2 lbs
These blue suede shoes (decorated with a lopsided silver crown on each heel) are as at home beneath a finely tailored business suit as they are an armored space suit or silver and rhinestone performing robes.

While wearing Royal Shoes, the character becomes immune to fear and non-magical disease and receives a +2 competence bonus on Perform (sing) checks.

Construction
Requirements Craft Wondrous Item, *Uncrowned King's courage*
Cost 6,000 gp (DC 24)

SANITIZING AIRLOCK

Aura strong conjuration **CL** 10th
Slot none **Price** 60,000 gp (DC 32)
Weight architectural feature – several thousand pounds
This airlock is marked with an inlay of gleaming jade around each hatch.

When a creature of size Large or smaller enters the air lock, it cycles in one round. The airlock emits a scentless green mist that kills pathogens and disease. Any creature within the airlock is affected as if by *remove disease,* while their skin, clothing and gear are sterilized via the *prestidigitation* spell.

Construction
Requirements Craft Wondrous Items, *remove disease, prestidigitation*
Cost 30,000 gp (DC 30)

Scan-Tac Monocle
Aura moderate divination **CL** 5th
Slot eyes **Price** 32,000 gp (DC 30) **Weight** negligible
A Scan-Tac Monocle is a high-tech, smart-glass amber lens that fits over the right eye and wraps around the back of the wearer's skull, just above the ears. When the wearer calls upon the Scan-Tac Monocle's sensory capabilities, the amber lens flashes with rapidly changing, orange and crimson data-glyphs.

The wearer can use *arcane sight* at will, save this effect only reveals information about a subject's magical weapons, magical shield and armor, and ongoing magical effects and auras that directly increase a creature's combat effectiveness in some manner.

In addition, the wearer can use either of the following spells, three times per day each: either *true strike* or *star ranging*.

Construction
Requirements Craft Wondrous Items, *arcane sight, star ranging, true strike*
Cost 16,000 gp (DC 28)

SHOOTER'S INDEX

Aura strong divination **CL** 10th
Slot none **Price** 10,000 gp (DC 26) **Weight** 4 lbs
This phonebook-sized instructional manual is the definitive reference for both firearms and automotive mechanics. It features exactingly researched, and dizzyingly intricate illustrations of practically every gun (and classic car!) in the world, from the commonplace to the truly obscure.

After spending at least 40 hours studying the Shooter's Index, a character gains any one of the following feats as a bonus feat, chosen by the student. A character can only receive each feat once, but long study of the Shooter's Index can provide all the following feats.

- Advanced Firearms Proficiency
- Burst Fire
- Personal Firearms Proficiency
- Force Stop
- Master Crafter (either firearms or vehicles, choose only one)
- Skill Focus (Craft: mechanical or Craft: gunsmith, choose only one)
- Skill Focus (Drive)
- Weapon Focus (any single firearm of choice)

Construction
Requirements Craft Wondrous Items, creator must have Gearhead and Personal and Advanced Firearms Proficiency, and at least 10 ranks in Craft (gunsmith or mechanical)
Cost 5,000 gp (DC 23)

SHORTS, BOOTIE SHAKER

Aura moderate transmutation **CL** 5th
Slot belt **Price** 9,750 gp (DC 26) **Weight** negligible
These cut off denim shorts hug the wearer's ass worshipfully, and are very popular among Ameriscum adventurers (and even the occasional Free Spacer wearing them concealed under their duty uniform). There's a usually a colorful patch onto the right buttcheek- either an Old American Flag, the Old Confederate Flag or a bright green Peace Sign.

While wearing Bootie Shaking Shorts, you receive a +5 competence bonus on Acrobatics, Climb and Perform (dance) checks. In addition, each style of

Bootie Shaking Shorts has a special power, usable up to 3 times per day.

- **Old American Flag:** As a swift action, grant an ally within 30 ft a +1 deflection bonus to armor class for 1 minute.
- **Old Confederate Flag:** As a swift action, you receive a +1 insight bonus on ranged attack rolls for 1 minute.
- **Peace Sign:** As a swift action, gain a +5 you bonus to your CMD for 1 minute.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace* and any one of the following spells *mage armor* (American Flag), *true strike* (Confederate Flag) or *enlarge person* (Peace Sign); the creator of Confederate Flag shorts must be evil
Cost 4,875 gp (DC 23)

SHORTS, MOTORGIRL

Aura faint transmutation **CL** 8th
Slot belt **Price** 34,000 gp (DC 30) **Weight** negligible
These cut off jean shorts expose about half the wearer's ass, which tends to attract attention. A Ford or Harley Davidson patch is sewn into the belt line, right at the center of the back.

While wearing Motorgirl Shorts, the character gains a +4 enhancement bonus to CHA, as well as receiving a +5 competence bonus on Drive checks.

Construction
Requirements Craft Wondrous Items, *cat's grace, eagle's splendor*
Cost 17,000 gp (DC 28)

SHOWTIME EARRINGS

Aura moderate enchantment **CL** 9th
Slot head **Price** 13,800 gp (DC 27) **Weight** negligible
These big star shaped earrings aren't cut from any kind of glass, gem or polymer, but instead seem to be solidified light itself. Touching the earrings wraps the wearer in an illusory guise that's incredibly beautiful and vivacious, their outfit and body seeming to change in a shower of rainbow luminescence.

Once per day, the wearer can transform into a "performance form", via the Showtime Earrings. Doing so provides an *eagle's splendor* effect, which also makes any cosmetic changes the wearer desires via *disguise self.* The performance form must always appear dramatically different than the wearer's true identity. Once a creature dons Showtime Earrings, her performance form is set, and always appears similarly.

The duration of the performance form is indefinite. It lasts for the duration of a performance (which can be a mundane performance or Bardic performance) plus two rounds. The wearer can extend this duration by continuing to make new Perform checks. If the wearer goes more than three consecutive rounds without performing, she returns to her ordinary form.

Construction
Requirements Craft Wondrous Items, creator must be a Bard, *disguise self, eagle's splendor, heroism*
Cost 6,900 gp (DC 24)

SHOWTIME WIG

Aura strong conjuration **CL** 16th
Slot headband **Price** 42,200 gp (DC 31) **Weight** negligible
This hot pink, wildly styled wig glows like light itself was trapped within the fibers.

The Showtime Wig provides the wearer with a +4 competence bonus on Perform (sing and dance) checks and a +1 competence bonus on attack rolls with any Musical or Superior Musical weapon based on either skill. In addition, once per day the wearer can cast *rainbow stage.*

Special: If the wearer is also equipped with Showtime Earrings, she may choose to use *stellar stage* rather than *rainbow stage*.

Construction
Requirements Craft Wondrous Items, creator must be a Bard, *rainbow stage, stellar stage*
Cost 21,100 gp (DC 29)

SILKSPINNER

Aura faint conjuration **CL** 5th
Slot wrists **Price** 20,125 gp (DC 28) **Weight** 2 lbs (pair)
These matched bracers are lowslung, glossy black bio-mechanical devices which rise to a shallow, hill-like crest just above the wearer's carpals when donned. A single iris-like orifice at the fore of the device glows a dim pinkish-red and continually rotates to prevent the emitter nozzle from becoming jammed.

While wearing a pair of Silkspinners, the character can use *web* at will as a spell-like ability. In addition, the wearer can use the device to produce a 50 ft length of silk rope at will as a full round action.

Construction
Requirements Craft Wondrous Items, *web*
Cost 10,063 gp (DC 26)

SKELETON KEYRING

Aura moderate conjuration **CL** 10th
Slot none **Price** 66,000 gp (DC 32) **Weight** 2-3 lbs
This heavy, rusting iron ring holds an assortment of jingling keys of various shapes and sizes. The ring's clasp is a wrought-iron skull and jaw, and the ring itself resembles a long circle of slender metal meta-carpals, laid end to end. New keys are added and subtracted from the key, seemingly at random.

The Skeleton Keyring allows the wielder to cast *knock* at will, and provides the character with a +8 circumstance bonus on Disable Device checks while the Skeleton Keyring is carried. Once per day, the character can use *lesser planar ally,* but the summoned creature always must appear from a pre-existing doorway or arch to use this power.

Special: If the Skeleton Keyring is carried by a character also wearing a Skeleton Key Skinsuit, the skinsuit's power is dramatically enhanced. However, any time the character uses either the Skinsuit's or the Keyring's *knock* power, there is a chance the doorway, once opened, will become a temporary portal to either the Tatakama or Black Else (of the *Black Tokyo* cosmology). Roll a D20; on a 1, the doorway becomes a two-way portal to the Black Else, on a 2-4, the doorway becomes a two-way portal to the Tatakama. The portal remains in existence for 3d6 minutes once created.

Construction
Requirements Craft Wondrous Items, *knock, lesser planar ally*
Cost 33,000 gp (DC 30)

SPACE BREATHER

Aura moderate conjuration **CL** 5th
Slot head and belt **Price** 2,400 gp (DC 21) **Weight** 2 lbs
This slim breathing mask has a transparent visor that wraps around the face, and a durable rubber tube leading to a small oxygen pack worn on the belt. Despite the fact that the Space Breather only covers the face, it provides as much protection from the harsh conditions of space as any full environmental suit.

While wearing the Space Breather, the character is treated as wearing a Space Suit for the purpose of environmental effects (gaining all the benefits of a Space Suit's special qualities entry).

Similar Items

The ***Breathing Bevour*** is an enchanted cerami-steel bevour- a wide, convex armored collar worn around the throat, designed to protect the neck, jaw and nose. The Breathing Bevour occupies the neck slot; it can be worn independently, or with any armor with the space suit property. While the Breathing Bevour is worn, the armor's helmet shot becomes available without losing the space suit property.

A Breathing Bevour has the same costs and construction requirements as a Space Breather.

Construction
Requirements Craft Wondrous Item, *emergency space suit*
Cost 1,200 gp (DC 18)

SPACE CASE LUXURY POD

Aura strong conjuration **CL** 15th
Slot none **Price** 240,000 gp (DC 37) **Weight** around 75 lbs
A lot of adventuring Space Cases carry Luxury Pods with them, to bring a little bit of their homeworld with them on their travels. These pods resemble grav-lift suitcases, except you can open up the front aperture all the way, step inside like slipping into a tiny closet and find a vast, ultra-luxurious mansion within.

The Luxury Pod acts as a permanent portal to a pocket dimension that functions as *magnificent mansion.* The mansion consists of dozens of rooms built in an alien style and filled with every conceivable luxury. A fleet of about 6 *phantom servants,* which take the form of energy-based servitor droids, maintain the tesseract mansion and attend to the needs of guests.

Construction
Requirements Craft Wondrous Items, *magnificent mansion, phantom servant*
Cost 120,000 gp (DC 34)

SPEC-OPS WATCHCAP

Aura faint psychometabolism **ML** 5th
Slot head **Price** 1,250 gp (DC 18) **Weight** negligible
This matte-black, wool and Kevlar knitted watchcap has no decorations or maker's marks.

While wearing a Spec-Ops Watchcap, the character manifest *absorb weapon* up to three times per day, and may absorb either a weapon or an item of armor up to 25 lbs in total weight.

Construction
Requirements Craft Wondrous Items, *absorb weapon*
Cost 625 gp (DC 16)

STAR-RIDER'S SADDLE

Aura strong conjuration and transmutation **CL** 12th
Slot none **Price** 120,000 gp (DC 34) **Weight** 8-12 lbs
Masterfully sewn, stitched and embellished by an alien hand, this exotic military saddle has a variety of quick-release snaps and magnetic buckles to allow the rider to quickly and easily leap off a mount while securing them through the twists and turns of zero-gravity dogfighting. The saddle is alien leather from some strange xeno-creature, born and adapted to the depths of space.

The Star-Rider's Sadle is an exotic military saddle suitable for use by any flying mount. While a creature is saddled with the Star-Rider's Saddle, the creature becomes adapted for void. The creature gains the No Breath quality, and gains a Zero-Gravity flight speed of 4 hexes (or 1,000 ft for non-SFRPG starship combat), and is treated as possessing a natural Hyperdrive Rating 1. While mounted in the Star-Rider's Saddle, the rider also gains the No Breath quality. Both rider and flying mount are surrounded by a millimeter thin aura of golden energy that provides life support.

Construction
Requirements Craft Wondrous Items, *emergency space suit, military flight, warp envelope*
Cost 60,000 gp (DC 32)

STAFF, ENGINEERING WRENCH

Aura strong transmutation **CL** 10th
Slot none **Price** 62,500 gp (DC 32) **Weight** 3 lbs
This 'staff' is a bulky, black aluminum engineer's adjustable wrench with heavy non-conductive orange grips. Proximite glyphs, printed in black on against the orange grips, offer traditional prayers to machine spirits.

The Engineer's Wrench allows the use of the following spells, each costing one or more charges. A newly created Engineer's Wrench has 50 charges.

- Century Machine
- Custom Mod
- Electronic Inventory
- Maintenance Coffin
- Pit Crew's Speed
- Robotic Logic
- Security Corridor
- Work Around

As long as the Engineer's Wrench has at least one charge remaining, the user can use any of the following spells, which do not expend charges.

- Hard Reboot
- Recharge Droid Tools
- Reconfigure Star Droid

Construction
Requirements Craft Staff, creator must be Proximite, Free Spacer, Shipper or a similar nomadic race, *century machine, custom mod, electronic inventory, hard reboot, maintenance coffin, pit crew's speed, recharge droid tools, reconfigure Star Droid, robotic logic, security corridor, work around*
Cost 31,250 gp (DC 30)

STAFF, PILGRIM'S

Aura strong conjuration **CL** 9th
Slot weapon **Price** 60,300 gp (DC 32) **Weight** 5 lbs

This metal and plastic staff is molded in cold colors- futuristic shades of blue and silver. A textured rubber grip midway down the shaft includes hidden command keys and activation studs. Luminous blue crystal energy discharge projectors emit potent techno-mystical energy, and the staff's Y-shaped tip crackles with silver-blue lightning. The Pilgrim's Staff makes travel throughout the galaxy easier, and imbues a sense of cosmic wanderlust.

The Pilgrim's Staff allows the use of the following spells, each costing one or more charges. A newly created Pilgrim's Staff has 50 charges.

- Air Walk
- Atmos Field
- Boarding Lock
- Commune With Natured
- Emergency Space Suit
- Know Direction (usable at will, expends no charges to use)
- Speak With Animals (usable at will, expends no charges to use)
- Warp Envelope (1 charge per 10 light years traveled)

Construction
Requirements Craft Staff, *air walk*, *atmos field*, *boarding lock*, *commune with nature*, *emergency space suit*, *know direction*, *speak with animals*, *warp envelope*
Cost 30,150 gp (DC 30)

STASIS POD, MEDICAL

Aura strong transmutation **CL** 15th
Slot none **Price** 240,000 gp (DC 37)
Weight 400 lbs

The Medical Stasis Pod is a plastic and transparent aluminum medical pod with a clean, antiseptic white casing. Blood red, galactically recognized medical symbols, including the Terran red cross, adorn the housing. Complex computer controls extend along one side of the bulky device.

A creature placed into the Medical Stasis Pod is placed under a *temporal stasis* effect of variable duration. The Pod can be programmed to keep the creature suspended for any duration, ranging from 24 hours to up to 5,000 years. Releasing a creature from the

Pod before the duration expires requires a DC 28 Computer Use check to reprogram the device. A creature who remains in the pod for at least 30 days benefits from a *Heal* spell.

Construction
Requirements Craft Wondrous Item, *heal, temporal stasis*
Cost 120,000 gp (DC 34)

STASIS POD, RE-EDU

Aura strong enchantment and transmutation **CL** 18th
Slot none **Price** 498,000 gp (DC 39) **Weight** 800-1,200 lbs
A prisoner placed in this ice-rimed stasis pod is kept in cryo-suspension for years, even decades, while subconscious mental reorganization takes place in the prisoner's slumbering mind.

Each year a creature remains in a the Re-Edu Stasis Pod, they are subject to a new *geas* placed upon them by the person who placed them into the pod and programmed its function. All geas are programmed when the prisoner is interred, and cannot be changed thereafter. There is no limit to the number of *geas* that can be placed, and the prisoner receives no saving throw. No geas is placed until the prisoner has spent at least a year in the Re-Edu Stasis Pod.

Normally, the first *geas* placed is a command to refrain from whatever crime caused the cryo-stasis sentence. After this first *geas* is placed, rather than additional *geas*, the programmer can chose to perform the following variant mental modifications in place of one or more additional *geas*:

- Provide the prisoner with 1d4 ranks in a skill of the user's choice they have no ranks in.
- Provide the prisoner with a new feat of the user's choice.
- Implant the ability to speak and read a language of the user's choice.

Construction
Requirements Craft Wondrous Item, *geas/quest, temporal stasis*
Cost 249,000 gp (DC 37)

STOCKINGS, CANDYCANE

Aura moderate abjuration **CL** 10th
Slot feet **Price** 14,000 gp (DC 27) **Weight** negligible
These thigh-high cotton stockings are striped in thick, alternating bands of red and white. They symbolize purity, innocence and purpose.

Candycane Stockings provide the wearer with a +2 holy bonus to Armor Class as well as FORT Saves made to resist negative energy and death effects. While wearing Candycane Stockings the wearer restores an additional +1d3 HP with any successful Heal skill check.

Construction
Requirements Craft Wondrous Items, *deathward, shield of faith*
Cost 7,000 gp (DC 25)

STOCKINGS, PRIMARY

Aura moderate transmutation **CL** 10th
Slot feet **Price** 42,000 gp (DC 31) **Weight** negligible
These thigh-high cotton stockings are striped in bright red, blue and yellow bands and symbolize youth, vivacity and energy.

Primary Stockings provide the wearer with a +10 ft increase to her base landspeed and provide a +2 bonus to AC and REF Saves against attacks, traps and hazards that inflict either Fire or Force damage.

Construction
Requirements Craft Wondrous Items, *cat's grace, haste*
Cost 21,000 gp (DC 28)

STONECUTTER PASSAGE MARK

Aura moderate abjuration **CL** 9th
Slot neck **Price** 60,000 gp (DC 32) **Weight** 2 lbs
The Stonecutter Empire is one of the very few galactic powers to grant citizenship status to Nemesis-bloodline Lifespawn. The very wealthy from a thousand species purchase provisional citizenship in the Empire, to ensure their Nemesis bloodline doesn't become an instant execution sentence under some distant star. Passage Marks are fist-sized badges of some heavy, dingy black alloy.

The Passage Mark is carved in the shape of a Stonecutter's vaguely piscine face, with a stoic and grim expression. Often a long, colorful ribbon hangs beneath the Passage Mark, further declaring the wearer's protected status.

While wearing a Stonecutter Passage Mark, creatures of the Lifespawn subtype ignore the additional damage from Lifepawn-bane weapons. While the Passage Mark has no effect when worn by non-Lifespawn creatures, it is still coveted, as a purely mundane token of Stonecutter citizenship and protection.

Construction
Requirements Craft Wondrous Items, *lifestealth,* creator must be a Stonecutter
Cost 30,000 gp (DC 30)

DESIGN PHILOSOPHY: SWEAT COWLS

"Sweat Cowl" is my own term for a piece of 90s superheroic fashion that, to the best of my knowledge, never had a formal name. Sweat Cowls are open faced, tightly fitted spandex cowls worn over the head. Sweat Cowls have a lightly padded band worn over the forehead, designed to keep sweat out of the eyes and long hair pushed back.

Sweat Cowls were a favorite design element in Jim Lee's costumes. During his long run on *Uncanny X-Men*, several heroes and villains, among them Gambit, Jean Grey, Havok (in his Magistrate uniform) all wore the accessory that I'm calling *sweat cowls.* Several of Jim Lee's later creations, including the heroine Voodoo, continued this quirky fashion trend.

SWEAT COWL, DEAD AIM

Aura faint divination **CL** 3rd
Slot headband **Price** 1,400 gp (DC 19) **Weight** negligible
This thickly padded headband features a hard plastic 'chip' worn in the center of the forehead.

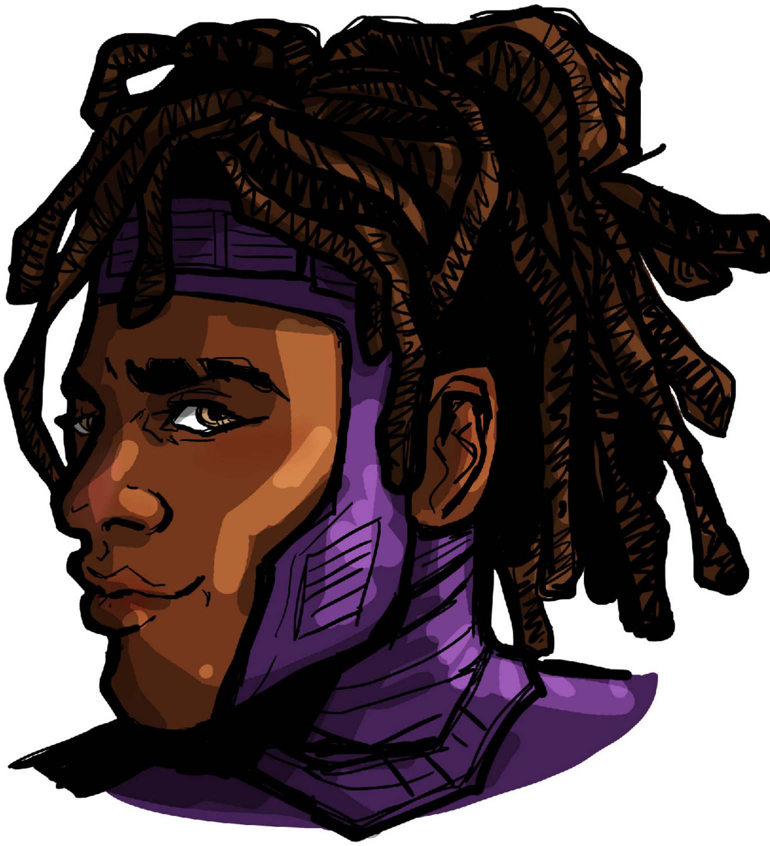
Each particular Dead Aim Sweat Cowl provides the wearer with a +1 competence bonus on ranged attacks with a particular class of ranged weapons. Some common colorations and associated weapons are described below.

- *Red and White:* provides a bonus on attacks with bows
    - *(Occasionally this item is found in purple and blue, or solid green instead.)*
- *Orange and Grey:* provides a bonus on attacks with crossbows
- *Black and White:* provides a bonus on attacks with thrown or improvised weapons
- *Purple and Black:* provides a bonus on attacks with firearms
- *Gold and Grey:* provides a bonus on attacks with energy weapons or innate energy blasts, including spells that require an attack roll

Similar Items

Dead Strike Sweat Cowls provide a similar bonus on one class of melee weapon. Some common colorations and associated weapons are described below. Cost and construction requirements are identical.

- *Green and Gold:* provides a bonus on attacks with unarmed strikes and natural weapons
- *Brown and Orange:* provides a bonus on attacks with daggers and short swords
- *All Black:* provides a bonus on attacks with quarterstaffs, 3 section staffs and similar monk weapons



Construction
Requirements Craft Wondrous Items, *true strike*
Cost 700 gp (DC 17)

SWEAT COWL, GRIZZLY BRUTE

Aura strong transmutation **CL** 15th
Slot headband **Price** 102,000 gp (DC 34) **Weight** negligible
This thickly padded protective headband is made from dark navy blue plastic that tightly frames the skull.

While wearing the Grizzly Brute Sweat Cowl, the character gains a +4 enhancement bonus to their STR score (as if by *bull's strength*), and gains the *powerful build* racial trait. Once per day, the wearer can undergo a bestial transformation, their hair growing into a thick and fluorescently colorful mane, their size increasing and their hands transforming into razor-sharp, bear-like claws. This effect functions identically to *warclaw.*

Construction
Requirements Craft Wondrous Items, *bull's strength, enlarge person, warclaw*
Cost 51,000 gp (DC 31)

SWEAT COWL, HACKER'S

Aura faint divination **CL** 2nd
Slot headband **Price** 2,800 gp (DC 21) **Weight** negligible
This pale blue headband is equipped with silvery circuits visible across its surface and a small microphone pickup on the cheekband.

The Hacker's Sweatcowl provides the wearer the ability to perceive unencrypted radio/television and wifi signals, as well as providing a +5 competence bonus on Computer Use checks. The character can read and interact with electronic media, such as diskettes, USB drives, and similar storage media merely by touching the device.

Construction
Requirements Craft Wondrous Items, *data read, hacker spark*
Cost 1,400 gp (DC 19)

SWEAT COWL, LAGNIAPPE

Aura faint illusion **CL** 5th
Slot headband **Price** 9,200 gp (DC 25) **Weight** negligible
The Lagniappe Guild equips its best thieves with this royal purple, nylon sweat cowl to sharpen their skills.

While wearing the Lagniappe Sweat Cowl, the character gains a +4 competence bonus on Stealth and Sleight of Hand checks. Once per day, the wearer can become *invisible* for five rounds.

Construction
Requirements Craft Wondrous Items, *invisibility*
Cost 4,600 gp (DC 23)

SWEAT COWL, MINDSHIELD

Aura strong telepathy **ML** 15th
Slot headband **Price** 32,000 gp (DC 30) lesser 50,000 gp (DC 31) greater **Weight** negligible
These blue spandex sweat cowls have heavy, breathable white padding that rests at the center of the wearer's forehead, directly above their mystic third eye.

The Mindshield Sweat Cowl provides Power Resistance 17 (lesser) or Power Resistance 19 (greater).

Construction
Requirements Craft Wondrous Items, *tower of iron will*
Cost 16,000 gp (DC 28) lesser 25,000 gp (DC 29) greater

SWEAT COWL, NETWORK

Aura faint telepathy **ML** 4th
Slot headband **Price** 8,400 gp (DC 25) **Weight** negligible
This pale violet sweat cowl is thickly padded over the forehead. Slender golden wiring glows faintly with stored psi-potential.

While wearing the Network Sweat Cowl, you can manifest *mass missive* at will, and gain Expanded Collective as a bonus feat.

Construction
Requirements Craft Wondrous Items, Collective class feature, *mass missive*
Cost 4,200 gp (DC 23)

SWEAT COWL, RUNE-ETCHED

Aura strong evocation (if miracle is used) or universal
CL 18th
Slot headband **Price** 350,000 gp (DC 38) **Weight** 1 lb
The forehead of this dark leather sweat cowl is reinforced with a thin, gently curved steel plate. The steel is etched with spiraling, Nordic knotwork and protective runes, which occasionally burn with occult fire and change regularly.

The Rune-Etched Sweat Cowl provides the wearer with limited access to the following bonus feats: *Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell.* Each day, upon first being donned, the Rune-Etched Sweat Cowl provides the wearer with access to 12 spell levels, which must be expended to apply one of these metamagic feats to a chosen spell. For instance, if the wearer choose to use Empower Spell, two of these 12 levels would be expended to power the feat, leaving 10 additional levels worth of metamagic for the day. The wearer does not need to prepare spells enhanced by this item's metamagic ahead of time, nor does using this item to apply a metamagic feat to the spell increase the spell's casting time.

Construction
Requirements Craft Wondrous Items, *miracle* or *wish*
Cost 175,000 gp (DC 36)

SWEAT COWL, STORMFRONT ELITE

Aura faint conjuration **CL** 5th
Slot headband **Price** 12,000 gp (DC 24) **Weight** negligible
The highly trained, motivated and gene-pure soldiers of the Republic of Cebrary's Stormfront Elite squads wear these black spandex sweat cowls. The forehead band is broken by an angular lightning bolt in crimson.

While wearing the Stormfront Elite Sweat Cowl, the character is treated as possessing the Favored Enemy (Humanoids: Mutants) +4. If the character already has this favored enemy bonus, the existing bonus increases by +2.

Special: Only characters with the human subtype and who lack the mutant subtype can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *instant enemy, summon monster I*
Cost 6,000 gp (DC 26)

SWEAT COWL, WARFURY

Aura moderate enchantment **CL** 8th
Slot headband **Price** 21,000 gp (DC 28) **Weight** 2 lbs
This heavy-duty brown sweat cowl resembles the thickly padded headgear worn by semi-pro boxers and martial artists. The padded, absorbent inner lining is sweat stained and stinks of testosterone.

While wearing a Warfury Sweat Cowl, the character gains a +4 enhancement bonus to STR, similar to a *belt of giant strength* or similar item. The wearer's unarmed strikes and natural weapon attacks are treated as if possessing the *furyborn* magical weapon quality.

Construction
Requirements Craft Wondrous Items, *bull's strength, rage*
Cost 10,500 gp (DC 26)

TEACHING CUBE

Aura faint transmutation **CL** 3rd
Slot Price 6,000 gp (DC 24) **Weight** 2 lbs
This intricate bronze cube is about the size of a ripe orange. When the device is opened, it displays a high-resolution holo-file, providing comprehensive knowledge on one particular subject of choice.

By studying a Teaching Cube for 8 hours and making a successful DC 12 INT check, a character gains 1 rank in the skill the Teaching Cube specializes in. A character can only benefit from a particular Teaching Cube once, though multiple creatures can all learn from the same cube.

Teaching Cubes placed as treasure usually cover a randomly chosen skill. The most common random Teaching Cubes cover the following skills, though if you can find one, there are Teaching Cubes for every skill, no matter how obscure. Rarer Teaching cost a premium, however.

1 Craft (mechanical)	6 Knowledge (local)
2 Craft (electronic)	7 Knowledge (religion)
3 Disable Device	8 Linguistics
4 Knowledge (art)	9 Pilot
5 Knowledge (civics)	10 Survival

Construction
Requirements Craft Wondrous Item, creator must have 5 ranks in taught skill
Cost 3,000 gp (DC 22)

TECHNO-PAK, MOBILITY

Aura moderate transmutation **CL** 11th
Slot body and shoulders **Price** 32,000 gp (DC 30)
Weight 25 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Techno-Pak's function is always clear from the accessories and moving parts built into the device. A Flight Pak has large, aircraft-like wings which partially fold and compress when not aloft, while a Burrower Pak is powered by a large metal drill integrated into the breastplate. Other Paks have similar distinctions.

While wearing any Techno-Pak, the character gains a new movement mode.

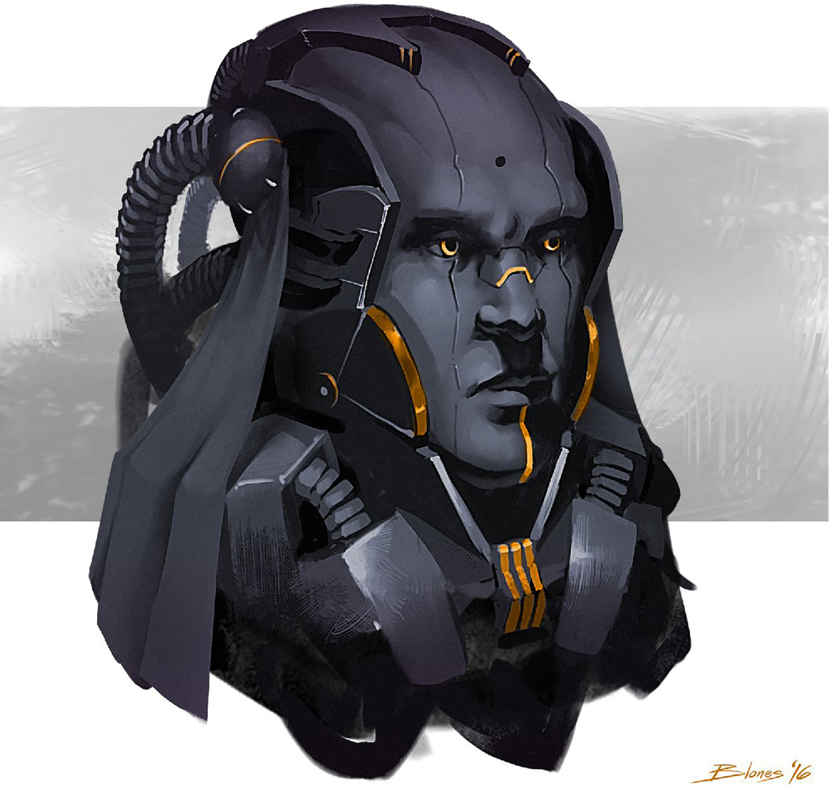
Techno-Pak	**Grants the Wearer**	**Spells Required**
Burrower Pak	Burrow 30 ft	*beast shape III*
Flight Pak	Flight 60 ft (average)	*overland flight*
Mountaineer Pak	Climb 30 ft	*spideclimb*
Submarine Pak	Swim 30 ft plus the Amphibious quality	*coral skin*

Construction
Requirements Craft Wondrous Items, spell listed above
Cost 16,000 gp (DC 27)

TECHNO-PAK, PERSONA

Aura moderate enchantment **CL** 9th
Slot body, shoulder and helmet **Price** 52,000 gp (DC 31)
Weight 22 lbs

Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Persona Techno-Pak includes a bulky helmet built into the pack. Holographic projectors built into the open-faced helmet project strange images over the face of the character wearing the Techno-Pak in real time, making it appear the wearer has transformed into a robot, a painted hero, a savage or a beast.



The Persona Techno-Pak allows the wearer to assume a new face and with it, new powers. Three times per day, the wearer can assume any of the following faces as a standard action. Each transformation lasts three minutes, or until the wearer assumes a new face.

Bestial Face

The hologram of a snarling wolf's head appears over the wearer's own face. The wearer gains the Anthro subtype, gains the scent ability, lowlight vision and Darkvision 60 ft. The wearer gains two claw attacks (1d8+STR modifier slashing, 20/x2).

Heroic Face

Odd, colorful war paint appears around the wearer's eyes and lips, and their features seem more chiseled and heroic. The wearer's attacks gain the *holy* property for the effect's duration.

Robotic Face

The wearer's face is replaced by the impassive steel features of a humanoid combat robot with glowing red eyes. The wearer is under the effects of *robotic logic* for the effect's duration.

Savage Face

The wearer's face becomes that of a green-skinned, snarling orc with massive tusks. The wearer is under the effects of *rage* for the effect's duration.

Similar Items

Evil creators might include a Wicked face rather than a Heroic face. This face applies the *unholy* weapon quality on all the wearer's attacks. When assumed, the wearer's face becomes that of a suave, red-skinned devil with short goatee and tiny horns on the forehead. Substitute *unholy blight* and an evil alignment in the creation requirements.

Others might include a Judgmental face rather than a Heroic face, which appears as a blindfolded woman with a somber expression, like Lady Justice herself. This applies the *axiomatic* weapon property. Another aligned alternative would be a Revolutionary face, which manifests as primary colored, abstract warpaint splashed across the face. This applies the *anarchic* weapon property. Substitute alignments and creation spells as necessary to create these variant Persona Techno-Paks.

Construction
Requirements Craft Wondrous Items, creator must be good, *holy smite, rage, robotic logic, superior anthro adaptation*
Cost 26,000 gp (DC 29)

TECHNO-PAK, RADAR

Aura strong divination **CL** 11th
Slot none **Price** 132,000 gp (DC 35) **Weight** 25 lbs

Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. The breast plate of a Radar Techno-Pak is dominated by an extremely durable LCD display screen. A colorful, data-saturated radar display with the wearer in the center is constantly swept for threats.

While wearing a Radar Techno-Pack, the character is under a constant *true seeing* effect and gains blind sense 90 ft.

Construction
Requirements Craft Wondrous Items, *true seeing*
Cost 66,000 gp (DC 32)

TECHNO-PAK, ULTRA-LASER

Aura strong evocation **CL** 16th
Slot body and shoulders **Price** 70,000 gp (DC 33)
Weight 18 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. This particular Techno-Pak is partially transparent, revealing roiling plasma energy contained behind metal and magnetically-reinforced glass. A long, transparent hose of the same material connects to the wearer's melee weapons, transforming them into blazing, ultra-tech laser weapons.

As a full round action, the wearer can attach this energy hose to any masterwork quality or magical melee weapon. Doing so provides the weapon with the *brilliant energy* and *flaming burst* qualities. It requires one minute to detach the hose from an attached weapon.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, flamestrike, gaseous form*
Cost 35,000 gp (DC 30)

TEST DRIVE KEYCHAIN

Aura moderate conjuration **CL** 7th
Slot none **Price** 11,200 gp (DC 26) **Weight** negligible
This ordinary key fob is attached to a high-tech little remote starter and alarm button. In addition to the expected buttons for a device of that type, there's a glowing blue button with an odd occult glyph dead center on the remote.

Once per day, the wielder can summon an automobile, motorcycle or light truck or SUV, as per the spell, *ghost chassis.* All vehicles created by this device are the same blue color as the remote's glowing button, and all are painted in corporate livery (for a non-existent business) that incorporates the conjuring glyph in the logo.

Similar Items
Many variants of this item exist, created by different gear-head working mages. The ***Commuter's Keychain*** can conjure only 2-door automobiles with rather average performance, but can do so in any color or style desired. The ***1% Keychain*** only summons American or British heavy motorcycles, maybe the occasionally Harley Davidson trike. Other variants exist, and all variants have similar costs and construction requirements.

Construction
Requirements Craft Wondrous Items, *ghost chassis*
Cost 5,600 gp (DC 24)

DESIGN PHILOSOPHY: THRONES

Thrones are extremely powerful occult-tech devices that blur the lines between vehicle and wondrous item, and have nearly artifact level powers. Thrones are the province of powerful, high-level adversaries and equally exalted heroes.

Thrones in Play

To gain the benefit of a Throne, the character usually must remain seated in the Throne. While seated in the Throne, the character's movement rate is limited to the maximum rate listed for that Throne, and the character cannot run or charge. Most Thrones are Large objects designed to accommodate a Medium rider. Thrones have Hardness equal to 10 + their caster level and Hit Points equal to their caster level x twenty.

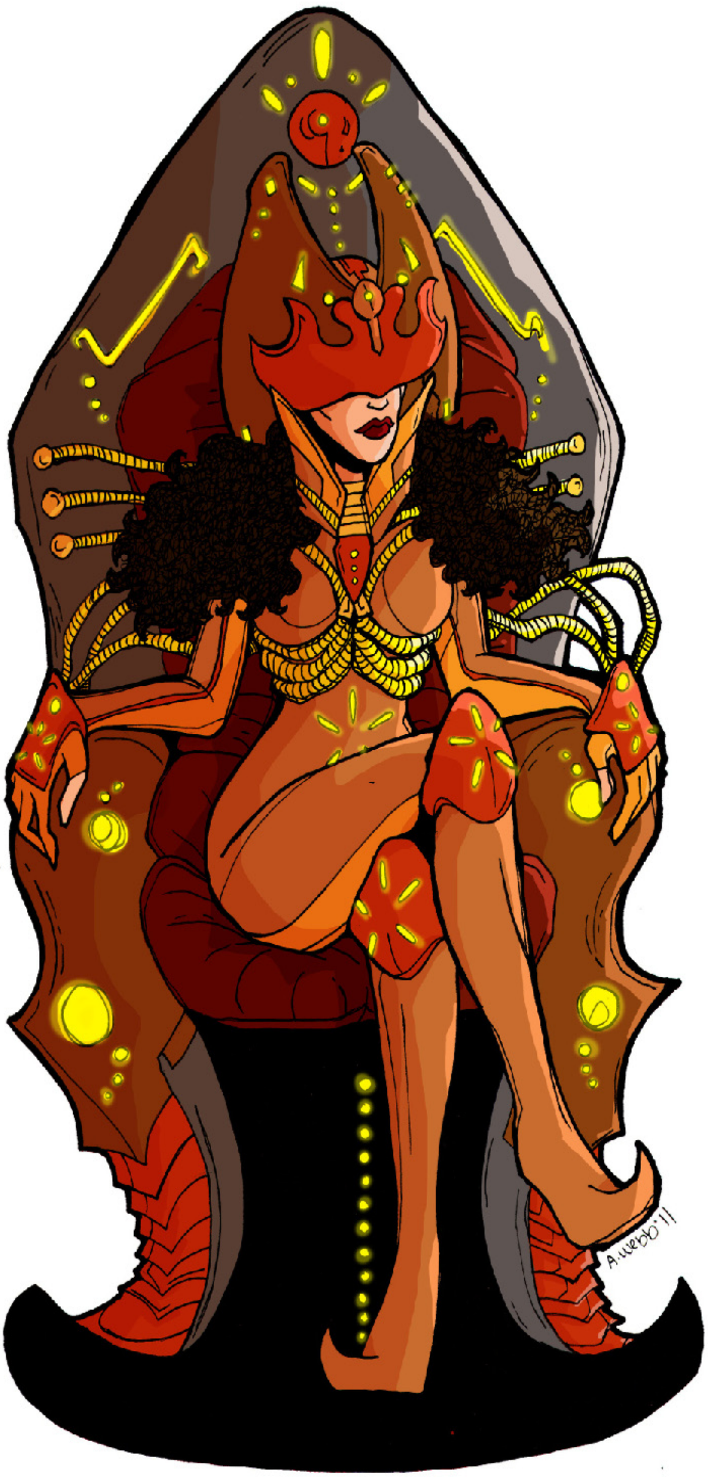
The enthroned character becomes immune to the Trip combat maneuver, but may be unseated with a successful Drag or Reposition combat maneuver. When unseated, the character appears prone in an adjacent square to the Throne. An enthroned character retains his or her Dexterity bonus to Armor Class and is not considered flatfooted.

Characters can sleep and rest while enthroned, and may remain enthroned for as long as desired. Some creatures that possess a Throne never leave it.

THRONE, ASTRIS

Aura overwhelming conjuration and universal **CL** 20th
Slot none **Price** 1 million gp (DC 42)
Weight 250 lbs (approximate)
Unlike other Thrones, the Astris Throne resembles an odd harness rather than a conventional throne. The enthroned warrior places his or her feet in the stirrup-like control pedals and reclines their chest against the Throne's reinforced rest. Rather than impractical, regal armrests, the enthroned warrior's hands grip flight control and targeting joysticks.

While enthroned, the character gains a +4 inherent bonus to their CON score and a +2 inherent bonus to their STR score, both of which function identically to those provided by magic items such as a *belt of giant strength.* While enthroned the character gains the No Breath and Greater



Starflight qualities; the Astris Throne and its rider can enter or exit hyperspace under its own power by flying at space speeds for at least 10 minutes.

Weapons

The Astris Throne's onboard weapons function as a ***+2 disintegrator pistol of unlimited ammunition.***

Throne Speed

The Astris Throne has a Fly speed of 120 ft (good). This increases to 1,500 ft (perfect) in zero gravity. However, the Astris Throne cannot hover in normal gravity.

Construction

Requirements Craft Wondrous Items, *animate object, disintegrate, warp envelope, flight, wish,* creator must have the Awakened Heritage feat *or* the Battlechanger subtype

Cost 500,000 gp (DC 39)

THRONE, COGNIS

Aura overwhelming divination and universal **CL** 20th

Slot none **Price** 900,000 gp (DC 41) **Weight** 500 lbs (approximate)

This Cognis Throne pulses with intellect enhancing power. Even ordinary mortals find their thoughts become clearer, sharper and their memories more organized when they merely come within sight of the Cognis Throne and its enthroned rider. The Cognis Throne physically merges with the neurology of its enthroned rider via nerve-wires, opening new, cosmic avenues of perception in their mind.

While enthroned, the character gains a +6 inherent bonus to their INT score, which functions identically to a *headband of vast intelligence.* The enthroned character gains 20 ranks each in Knowledge (history, physical sciences, and technology) after attuning to the Throne by remaining enthroned for 24 hours.

Spell-like Abilities

Once per day, the enthroned character can use any divination spell of 8th level or lower as a 20th level wizard. Additionally, the wearer is under a constant *tongues* effect, and can use the following first level divination spells at will, as spell-like abilities:

- Data Read
- Identify
- Locate Objects
- World of Origin

Throne Speed

The Cognis Throne has a Fly speed of 40 ft (average). The Cognis Throne can hover.

Construction

Requirements Craft Wondrous Items, *animate object, legend lore, wish,* creator must have the Awakened Heritage (Choir, Genesis, Senators or Singular) feat

Cost 450,000 gp (DC 39)

THRONE, MAJESTIS

Aura overwhelming transmutation and universal **CL** 20th
Slot none **Price** 1 million gp (DC 42) **Weight** 500 lbs (approximate)
The goliath Majestis Throne is hewn from razor-sharp planes of ebony star-metal. The Throne is angular and almost spiderlike, with aggressive lines that seem inexorably to push forward. The Majestis Throne sings in the minds of those nearest it- a full, glorious and otherworldly choir singing in an utterly incomprehensible language that predates the very concept of language.

While enthroned, the character gains a +6 inherent bonus to their CHA score, which functions identically to a *headband of alluring charisma.* The enthroned character gains *telepathy* with a 100 ft radius.

Spell-Like Abilities

The enthroned character can use *mass charm person* and *demand*, once each per day as a 20th level sorcerer. Once per day, the enthroned character can use either *interplanetary teleportation, plane shift,* or *warp evelope* to transport themselves, the Majestis Throne and up to two Large or smaller creatures they are in direct physical contact with.

Finally, the enthroned character can use *charm person* at will. If the enthroned character leaves the Throne for any reason, all *charm* effects immediately end.

Throne Speed

The Majestis Throne has a Fly speed of 60 ft (perfect). The Majestis Throne can hover.

Construction
Requirements Craft Wondrous Items, *animate object, wish,* creator must have the Awakened Heritage (Singular) feat
Cost 500,000 gp (DC 39)

THRONE, PSIONIS

Aura overhwleming clairsentience and telepathy **ML** 20th
Slot none **Price** 1.5 million gp (DC 43) **Weight** 500 lbs (approximate)
The Psionis Throne is a bulky retro-tech monstrosity, resembling a grease stained computer mainframe from early 1984, all grey and blocky. Sheets of smooth, polished azure crystal on the arm rests hum with a high-pitched electric whine that sets teeth on edge.

While enthroned on the Psionis Throne, a character with an existing power point reserve gains access to an additional +10 power points initially. After 12 hours enthroned, the creature's maximum power point total increases by +20 pp; after 24 hours it increases to +40 pp. Finally, after at least 48 hours enthroned, the creature's power point reserve increases by +60 pp. This is the normal maximum total for the enthroned character's power point reserve; rest, meditation and other effects will only restore a depleted power point pool to this level. However, the enthroned creature can increase their power point total to any number via their new *parasitic psi-bolts* attack form.

Parasitic Psi-Bolts

The enthroned can fire painful blasts of psionic lightning which inflict 3d6 energy damage (20/x3) and burn power points directly out of the brains of their target. A psionic target struck by one of the enthroned's parasitic psi-bolts loses a number of power points equal to the damage inflicted by the psi-bolt, unless they succeed at a DC 20 WILL Save. If a target has fewer power points remaining than the amount of PP lost, the target is *shaken* for one round per extra power point; targets who are already *shaken* become *frightened* instead. The target can attempt a new DC 20 WILL Save at the end of each round to end the effect. Non-psionic creatures damaged by the parasitic psi-bolt suffer no additional effect beyond mere damage.

The enthroned creature gains the lost power points, even if this would take them beyond their normal maximum.

Psi-Like Abilities

The Psionis Throne allows the enthroned character to manifest *crisis of life* once per day. In addition, the enthroned character can manifest *brain lock at* will. Manifester level is equal to the Throne's; neither ability may be augmented.

Throne Speed

The Psionis Throne can Fly at a speed of 40 ft (clumsy). The Psionis Throne can hover.

Construction
Requirements Craft Wondrous Items, Craft Cognizance Crystal, *psychic chirurgery, reality revision* creator must have the Awakened Heritage feat and the Psionic subtype
Cost 750,000 gp (DC 41)

TORQUE OF EXTENSION

Aura faint transmutation **CL** 5th
Slot neck **Price** 6,500 gp (DC 24) **Weight** 5 lbs
This thick set of interlocked silver bands fits tightly around the wearer's throat like a torque. Tiny green gems set into the polished alloy pulse rhythmically with a pale emerald light. The intricately-machined bands twist slowly around the wearer's throat, forming new and increasingly complex patterns of light and silver.

While wearing a Torque of Extension, the character benefits from the Long Necked racial trait. The wearer can extend his throat as a move equivalent action, stretching his neck to incredible lengths. The wearer can wearer can extend his head up to 30 ft away from his body, and flex his long neck around corners or through openings as small as 1 ft square. The spell caster can calculate line of effect for spells from his head's position rather than his body's.

In addition, the wearer may wear an additional item slot on his neck, in addition to the Torque of Extension.

Finally, the Torque of Extension prevents the wearer from being decapitated by a critical hit from a weapon with the Vorpal property or similar hazards.

Construction
Requirements Craft Wondrous Items, *anthro adaptation*

Cost 3,250 gp (DC 22)

TRI-TRINITY

Aura overwhelming conjuration and universal **CL** 15th
Slot none **Price** 650,000 gp (DC 40) **Weight** 3 lbs
Tri-Trinities are self-aware supercomputers from the Second Universal Iteration- they are almost, but not quite artifacts. Though the process can take years, highly skilled occult-tech programmers have proven able to reverse engineer and duplicate these wondrous 'demi-god scale' AI.

A Tri-Trinity is a small, enigmatic golden pyramid composed of blinking lights and complex metallic circuits. Two smaller pyramids orbit the pinnacle of the largest pyramid, never varying their distance from the device's centerline. The entire Tri-Trinity is small enough it can be enclosed in a boy's palm.

Device Personality

Tri-Trinities are serene, seemingly all-knowing artificial intellects. They have a calm and unflappable demeanor and a LN alignment. Tri-Trinities communicate by *true speech*. However, only the being they are communicating with clearly understands their message. Anyone nearby hears only melodious, metallic chimes. Tri-Trinities possess normal sight and hearing and *true sight* with a 90 ft radius.

Tri-Trinities have INT scores equal to 10+2d6 and WIS and CHA scores of 10+1d6 each. They have an Ego score of at least 20, possibly more. They will only begin a struggle for dominance if their user is taking an obviously suicidal course for no obvious benefit, or if their master becomes mentally incapacitated.

They have 20 ranks each in Computer Use, and all Knowledge skills and 10 ranks each in Perception and Sense Motive. Tri-Trinities are always considered to have rolled 20 on Computer Use skill checks, making their Computer Use check result 40 + their INT modifier. Tri-Trinities can perform any function of the Computer Use skill as a full round action, even if the check would normally take longer.

Once per day, the user can command the Tri-Trinity to open a warp gate, which functions for the user as *interplanetary teleportation.* The warp gate opens and closes again with a thunderous, gong-like clang which can be heard for miles at both the origin point and the destination.

Construction
Requirements Craft Wondrous Items, Computer Use 20 ranks, *downloaded intelligence, interplanetary teleportation, limited wish*
Cost 325,000 gp (DC 38)

TWISTED CHAINS OF MIGHT

Aura moderate transmutation **CL** 6th
Slot neck **Price** 28,000 gp (DC 29) **Weight** 8 lbs
An interlaced and twisted set of gold chains are so tightly interwoven, they form a mane of metal and wire around the wearer's throat.

Twisted Chains of Might provide the wearer with a +4 enhancement bonus to his STR score. While wearing the Twisted Chains of Might, the character is treated as being one size category larger whenever doing so would benefit him, as if the character possessed the *Powerful Build* racial trait.

Construction
Requirements Craft Wondrous Items, *bull's strength, enlarge person*
Cost 14,000 gp (DC 27)

UPGRADE UNLOCK

Aura strong transmutation **CL** 11th
Slot none **Price** 26,400 gp (DC 29) **Weight** 2 lbs
These Technysian devices resemble a futuristic key with a roughly trapezoidal blade made of semi-translucent amber crystal, veined with intricate circuitry. All Battlechangers, whether they have discovered it yet or not, have an upgrade port somewhere on their anatomy that can accept an Upgrade Unlock. (Discovering a previously undetected *Upgrade Unlock* port on a Battlechanger requires a DC 18 Heal check.) In Technysian society, Upgrade Unlock keys are prized artifacts, only bequeathed to loved ones or heirs upon the original owner's death, never sold. They are

occasionally taken as trophies from defeated adversaries.

Once per day, the Upgrade Unlock can be inserted and turned as a standard action. When activated, the Upgrade Unlock functions as a *crisis upgrade* spell with a duration of 11 hours. During this time the Battlechanger benefits from a single *crisis upgrade* effect.

During the primary unlock's the Battlechanger can turn the key farther, gaining a second upgrade option of their choice, but shortening the remaining duration to one hour. This secondary unlock can only be used if there are at least three hours remaining in the primary unlock's duration.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *crisis upgrade*
Cost 13,200 gp (DC 27)

VELOCITY MODE COG

Aura strong conjuration **CL** 10th
Slot none **Price** 65,000 gp (DC 32) **Weight** 5 lbs (inactive)
This fist-sized metallic sphere is geometrically perfect, yet instead of a single forged orb of metal, it is composed of countless tiny gears and shifting components which never stop moving yet never lose their perfectly spherical configuration.

The Velocity Mode Cog can be inserted into any grade of Powered Armor to give the armor a new capability. The Velocity Mode Cog can not be placed in temporary Powered Armor, such as that created by the *call powered armor* spell nor by similar effects. Once inserted in Powered Armor, it requires a DC 35 Craft (mechanical) check to remove the Cog. If the Powered Armor is destroyed, the Cog appears in an open square adjacent to the destroyed armor.

Once the Velocity Mode Cog is inserted, the Powered Armor's pilot can initiate Velocity Mode as a swift action. While in Velocity Mode, the wearer and her armor compress painlessly into a spherical shape; the only action other than movement the wearer can take is to end the Velocity Mode as a swift action.

While in Velocity Mode, the wearer's base landspeed is increased by x4, ignoring the reduction for wearing heavy armor (so a base land speed of 30 ft becomes 120 ft), and the wearer gains access to the Run feat. The wearer can ignore the effects of up to 20 ft of difficult terrain while moving in Velocity Mode.

Special: A creature with the Battlechanger subtype can insert the Velocity Mode Cog into their own anatomy, rather than a suit of powered armor, gaining the item's benefit as an innate ability.

Construction
Requirements Craft Wondrous Items, *call powered armor, haste*
Cost 32,500 gp (DC 30)

Wondrous Array Type and Item Slot (d12)		
1 necktie or scarf (neck slot)	**2** upper body clothing (shirt, jacket, blouse, ect) (body shot)	**3** lower body clothing (skirt, trousers, shorts) (belt slot)
4 glasses or goggles (eyes slot)	**5** holy symbol necklace (neck slot)	**6** ring or bracelet (ring or wrist slot)
7 shoes or footwear (feet slot)	**8** enhanced +2 smartphone or palmtop computer (no slot, increase purchase price by 25%)	**9** tool kit associated with skill (no slot, increase purchase price by 25%)
10 ball cap or similar hat (head slot)	**11** key chain fob (no slot, increase purchase price by 25%)	**12** gloves (hand slot)
Enhancement Bonus to Skill and Item Price (d12)		
1-2 provides +2 bonus (400 gp)	**3-4** provides +3 bonus (900 gp)	**5-6** provides +4 bonus (1,600 gp)
7-8 provides +5 bonus (2,500 gp)	**9-10** provides +6 bonus (3,600 gp)	**11-12** provides a bonus on two skills; roll twice and combine pricing
Skill Enhanced (d12)		
1 Craft, Knowledge or Perform (choose any one of choice)	**2** Climb	**3** Computer Use
4 Heal	**5** Diplomacy	**6** Spellcraft
7 Acrobatics	**8** Bluff	**9** Perception
10 Stealth	**11** Survival	**12** Use Magic Device

VEST, TOTALLY RADICAL

Aura moderate enchantment **CL** 10th
Slot body **Price** 16,200 gp (DC 28) **Weight** 1 lb
This bulky puff vest is all retro-futuristic synthetic, with a hot-pink or screamin', hunter orange rayon outer layer with artificial poly-fiber stuffing.

While wearing a Totally Radical Vest, you gain a +1 *awesome* bonus to Armor Class, saving throws and all Perform checks. If worn with the Totally Radical Headband, you roll an additional D6 any time you claim your *awesome* bonus, and your *awesome* bonus' maximum cap improves by +2.

Construction
Requirements Craft Wondrous Items, *heroism,* creator must be chaotic
Cost 8,100 gp (DC 25)

WAYFARER'S PACK

Aura strong conjuration **CL** 11th
Slot none **Price** 72,400 gp (DC 33) **Weight** 5 lbs (empty)
This durable aluminum and nylon traveller's backpack is an unremarkable smoky blue-grey, and includes a huge main storage compartment, multiple zippered waterproof compartments, and an attachment frame that can easily stow a bedroll.

The Wayfarer's Pack functions identically to a *handy haversack.*
In addition, the Pack's owner can use the *traveler's passport* spell up to twice per day, and may use the *pirate's registration* spell to affect a vessel she is traveling upon once per week.

Construction
Requirements Craft Wondrous Items, *secret chest, traveler's passport, pirate's registration*
Cost 36,200 gp (DC 30)

WONDROUS ARRAY (VARIOUS)

Aura faint transmutation **CL** 3rd
Slot varies (see chart) **Weight** negligible to 2-3 lbs maximum
"Wondrous Array" is a collective term for an endless variety of skill-enhancing magic items found throughout the multiverse. These trinkets all enhance a particular skill or pair of skills, and take the form of objects common in the modern world. You might find an enchanted necktie, magically enhanced smartphone, lucky pair of athletic shoes, occult sunglasses, blessed key chains, or ensorcelled modern clothing in a variety of styles. If you wish to randomly build minor skill-enhancing wondrous items, roll the indicated dice on the following chart and see what you come up with.

All of the items built as part of a Wondrous Array are crafted with Craft Wondrous Items, and require the use of any 2nd level ability score enhancing spell, such as *bull's strength* or *cat's grace,* which relates to the key ability score for the skill to be enhanced. All items have a construction cost roughly half the base price.

CONSUMABLE WONDROUS ITEMS

(Cn) indicates a consumable item

ALE, DEAD DOG (CN)

Aura moderate conjuration **CL** 9th
Slot none **Price** 3,375 gp (DC 22) **Weight** negligible
The all-canine and very appropriately named Dead Dog Brewing Company produces this fine dark beer. Dead Dog Ale is only sold in glass bottles, with a faux-Victorian lithograph of a canine Anthro centered on the label.

An Anthro who drinks a Dead Dog Ale (or an unconscious or slain one who has it poured down their throat) benefits from *breath of life.* Non-Anthros receive no real benefit from drinking Dead Dog Ale. Note that *breath of life* is normally too high-level a spell to be made into a potion, but the Dead Dogs have used a few Anthro-specific brewing secrets to find a way around that limitation.

Construction
Requirements Brew Potion, creator must be an Anthro, *breath of life*
Cost 1,688 gp (DC 20)

ALE, STENCHGRAIN STOUT (CN)

Aura moderate conjuration **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** ½ lb (vial)
This heady, heavy ale looks and tastes a lot like good Guinness black and tan, but has a much stronger aroma. Non-Anthros rarely order this black beer, and only Anthros with stinking natural defenses themselves can really appreciate it.

Only characters with the Stench universal monster ability benefit from drinking Stenchgrain Stout. For one hour after drinking a dose, the character's stench *nauseates* a creature on a failed save, and the base FORT Save DC for the effect is increased by +4.

Construction
Requirements Brew Potion, creator must be an Anthro, *stinking cloud*
Cost 375 gp (DC 14)

ANONYMITY PAINT (CN)

Aura faint illusion **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
This nano-impregnated makeup can be smeared on the face and the backs of the hands like war-paint, briefly rendering the user invisible to the future's pervasive security culture.

Once donned, the wearer benefits from the effects of *machine invisibility* for up to 3 minutes or until she attacks or takes another action that would end the spell.
Construction
Requirements Brew Potions, *machine invisibility*
Cost 150 gp (DC 11)

ANTHRO-GEN MUTAGEN (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 1,100 gp (DC 18) **Weight** 1 lb
This powerful mutagen glows a pale blue, like a clear summer sky. The mutagen's injector is kept in a relatively heavy, refrigerated metal tube until the chemical is needed. A QR code stamped into one end of the cylinder provides full data on the mutagen, safety precautions and prescriptions for use when scanned.

After injecting the Anthro-Gen Mutagen, a character becomes unconscious for 2d6 hours, during which time they are transformed into an Anthro as per the *trans-furmation* spell.

This mutagen can be injected into a willing target as a full round action. If the target is not bound or otherwise helpless, it requires a melee attack (with the needle acting as an improvised weapon) to inject the chemical. In either case, an unwilling target gains a FORT Save to resist the mutagen's effect.

Construction
Requirements Brew Potion, *trans-furmation*
Cost 550 gp (DC 15)

ASTRONAUT ICE CREAM (CN)

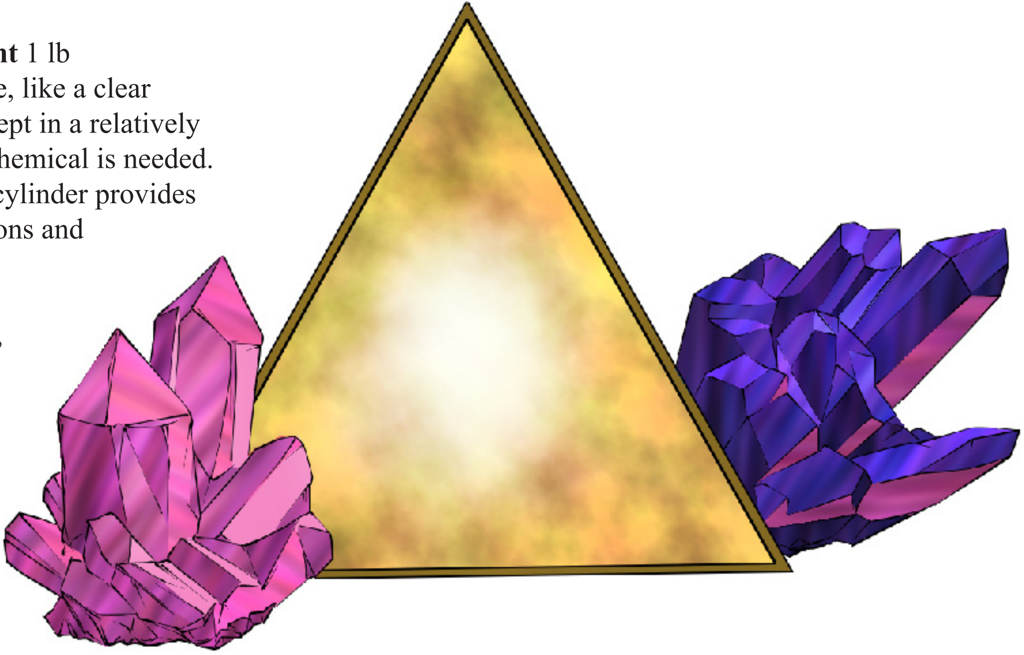
Aura faint enchantment **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
Astronaut Ice Cream comes in a vacuum-sealed, foil tube about four inches long and is designed to be squeezed into the mouth of a hungry spacer, no matter his species or phenotype. Astronaut Ice Cream comes in a variety of flavors, from old Earth standards like vanilla and chocolate to truly intriguing alien flavors.

Eating Astronaut Ice Cream provides the user the benefit of *Good Hope* for 5 minutes after consumption. If Astronaut Ice Cream is used in a zero gravity environment, the effect's duration is extended to 25 minutes.

Construction
Requirements Brew Potion*, good hope*
Cost 375 gp (DC 14)

AVATAR PROG (CN)

Aura faint illusion **CL** 5th
Slot none **Price** 500 gp (DC 15) **Weight** negligible
An Avatar Prog is a single-use circuit module that allows a Battlechanger to project a holographic avatar drawn from their personality. Once the electronic disk is plugged into a special port on the robot's hand, it allows the use of the *hardlight avatar* spell for up to five hours.



Special: Only Battlechangers can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *hardlight avatar,* creator must be a Battlechanger
Cost 250 gp (DC 13)

BATTLEBIRTH FLUIDS (CN)

Aura moderate transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** 2 lbs
This partially transparent plastic and metal cylinder is roughly the size of an ordinary soda can, holding less than a liter of liquid. Inside is a sparkling reddish-orange liquid that suspends nearly microscopic metal particles within a blood-like matrix. This is the nourishing liquid found within a Technysian factory-womb, as close to amniotic fluid as a species of sexless machines can produce.

When the container is opened within the cockpit of any non-sentient Mecha, enough fluid rushes outward to completely fill the cockpit, no matter the size. For one minute after opening the container of Battlebirth Fluids, the pilot is considered to possess the *Kiss Merge* feat, and physically integrates with the Mecha. While merged, the pilot and Mecha become physically indistinguishable and the Mecha acts as if *hasted*. The pilot is considered *exhausted* for two minutes after the merge ends.

If other creatures are within the cockpit when the pilot spills out Battlebirth Fluids, they can breathe the strange liquid, but are considered *sickened* for 1d6 rounds after the effect ends.

Construction
Requirements Brew Potion, *haste*
Cost 375 gp (DC 14)

BATTLECHANGER NANITES (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 1,050 gp (DC 18) **Weight** negligible
This hollow polymer pyramid is semi-transparent, allowing you to glimpse the thin, glittering golden liquid within. When gripped firmly in hand, the pyramid's edges instantly transform into injectors, rushing the liquid within into the user's bloodstream.

When the Battlechanger Nanites are injected, the user gains the Battlechanger subtype and gains the ability to speak and read one Battlechanger dialect of choice (often Tech-FG or Tech-EM). The user can now choose feats and traits restricted to Battlechangers.

Special: Only living creatures with discernable anatomies may utilize Battlechanger Nanites.

Construction
Requirements Brew Potion, *metamorphic adaptation*
Cost 525 gp (DC 15)

BIFROST FRAGMENT (CN)

Aura moderate conjuration **CL** 9th
Slot none **Price** 2,700 gp (DC 21) **Weight** negligible
These Second Iterations are broken slivers of solidified space-time, which look like polychromatic fragments of stained glass.

Crushing the Bifrost Fragment in your palm allows you to use *dimension door* as a standard action. Unlike a typical *dimension door* effect, you can take actions normally once you arrive at your destination, as can your passengers, if any.
Construction
Requirements Craft Wondrous Items, *dimension door,* creator must be Lifespawn
Cost 1,350 gp (DC 19)

BLACK CASE (CN)

Aura minor divination **CL** 8th
Slot none/weapon **Price** 7,500 gp (DC 25) **Weight** 5 lbs
This black leather briefcase lacks any manufacturer logos and identifying marks, and the silver combination lock is an unnaturally long spread of lettered tumblers. The correct password to open the case is "revenge."

Each case must be custom made for a specific wielder, and is treated as non-magical when used by others. Inside the case is a **+1 Glock 17 pistol** (though other semi-automatic pistol models might occasionally be substituted.) In addition, the case contains several boxes of jet-black ammunition (totaling 101 rounds), each of which has a specific living creature's name laser-etched into the casing.

When these special, black bullets are used with the case's included Glock 17, the weapon functions as a ***+1 Glock 17 pistol of distance*** instead. The Glock 17 pistol is treated as a ***bane*** weapon when filled with black bullets and used against the target specifically named on the bullet.

The pistol, case and remaining ammunition vanishes in an explosion of black smoke when any of the following conditions are met:

- The wielder kills the character named on the black bullets' casing.
- All 101 black bullets included are expended.
- The wielder attempts to sell or give away the Black Case, the pistol or any black bullet.
- The wielder is killed or becomes permanently incapable of killing the named target.

Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, detect evil, summon monster I*
Cost 3,750 gp (DC 22)

BRONZE EGG (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 1,400 gp (DC 19) **Weight** 2 lbs
It takes two big hands to hold this warm, metallic egg. The shell resembles slightly tarnished bronze, striped with green and white discolorations.

If the Bronze Egg is laid within a heat source (such as a campfire, BBQ pit or similar open flame) and left for at least an hour, the Bronze Egg hatches. A *Riding Bantam* (Nemesis Unleashed/Horrors of the Multiverse) emerges from the flames and treats the first intelligent creature to interact with it as its master, as if trained as a riding animal. The Riding Bantam is created as an instantaneous effect, and cannot be dispelled, as once created it is a normal, living creature.

Similar Items

A Brightstar Egg is a larger egg, enchanted using *summon nature's ally V.* It creates a *Brightstar Apis* mount and has a purchase DC around 7,500 gp. Other eggs exist, producing varied mounts such as a *Ptarn* or *Wayhunter*, with varying costs. These variant eggs are rare, highly sought after, and usually sale for far more than their listed purchase price. All these variant mounts are described in Horrors of the Multiverse.

Construction
Requirements Craft Wondrous Items, creator must be a Druid or Ranger, *summon nature's ally I*
Cost 700 gp (DC 17)

BUBBLEGUM, ALLOUTTA (CN)

Aura faint enchantment **CL** 5th
Slot none **Price** 1,500 (DC 19) **Weight** negligible
You're here to kick ass and chew bubblegum… and you're Alloutta Bubblegum. It's available in fruit punch, mint and grape. This gum is sold in packs of four.

Alloutta Bubblegum provides the benefit of a *rage* spell for five rounds.

Construction
Requirements Brew Potion, *rage*
Cost 750 gp (DC 17)

BUBBLEGUM, ASTROCHEW (CN)

Aura faint abjuration **CL** 1st
Slot none **Price** 200 gp (DC 12) **Weight** negligible
This spearmint gum comes in a shiny foil wrapper with a 1950s vintage NASA or JPL logo on the front.This gum is sold in packs of four.

While chewing Astrochew Bubblegum, the character benefits from an *emergency space suit* effect, however, they cannot speak, cast spells with verbal components or make Perform checks with song or wind instruments. Astrochew Bubblegum can be chewed for up to 10 minutes.

Construction
Requirements Brew Potion, *emergency space suit*
Cost 100 gp (DC 10)

BUBBLEGUM, FIREPOP (CN)

Aura faint psychokinesis **ML** 3rd
Slot none **Price** 1,200 gp (DC 18) **Weight** negligible
Highly caffeinated and packed with about 300% of the USDA daily recommended ration of high fructose sugar, Firepop Bubblegum is an instant sugar-rush. This sweet gum is sold in packs of four.

Firepop Bubblegum allows the user to manifest *energy stun,* which always has Fire as its active energy type. If all targets within the area of effect fail their REF Saves for half damage, the character recovers a single Power Point.

Construction
Requirements Brew Potions, *energy stun*
Cost 600 gp (DC 16)

CANNED MOG-FOOD (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 250 gp (DC 13) **Weight** 1 lb (per can)
Feed your half-man, half-dog best friend something special when he's toiling away overhauling your starship's warp engines. Canned Mog-Food is sold in small tins packed with high-protein meat chunks. Shippers and Anthros swear by the stuff, but nobody else can keep the crap down.

For 24 hours after eating a can, time spent working any Craft check counts as sleep as well as complete bed rest.

Special: All races except Shippers, Anthros and other animalistic humanoids must succeed at a DC 12 FORT Save to keep Canned Mog-Food down. Failure indicates they vomit the stuff back up messily and waste the dose.

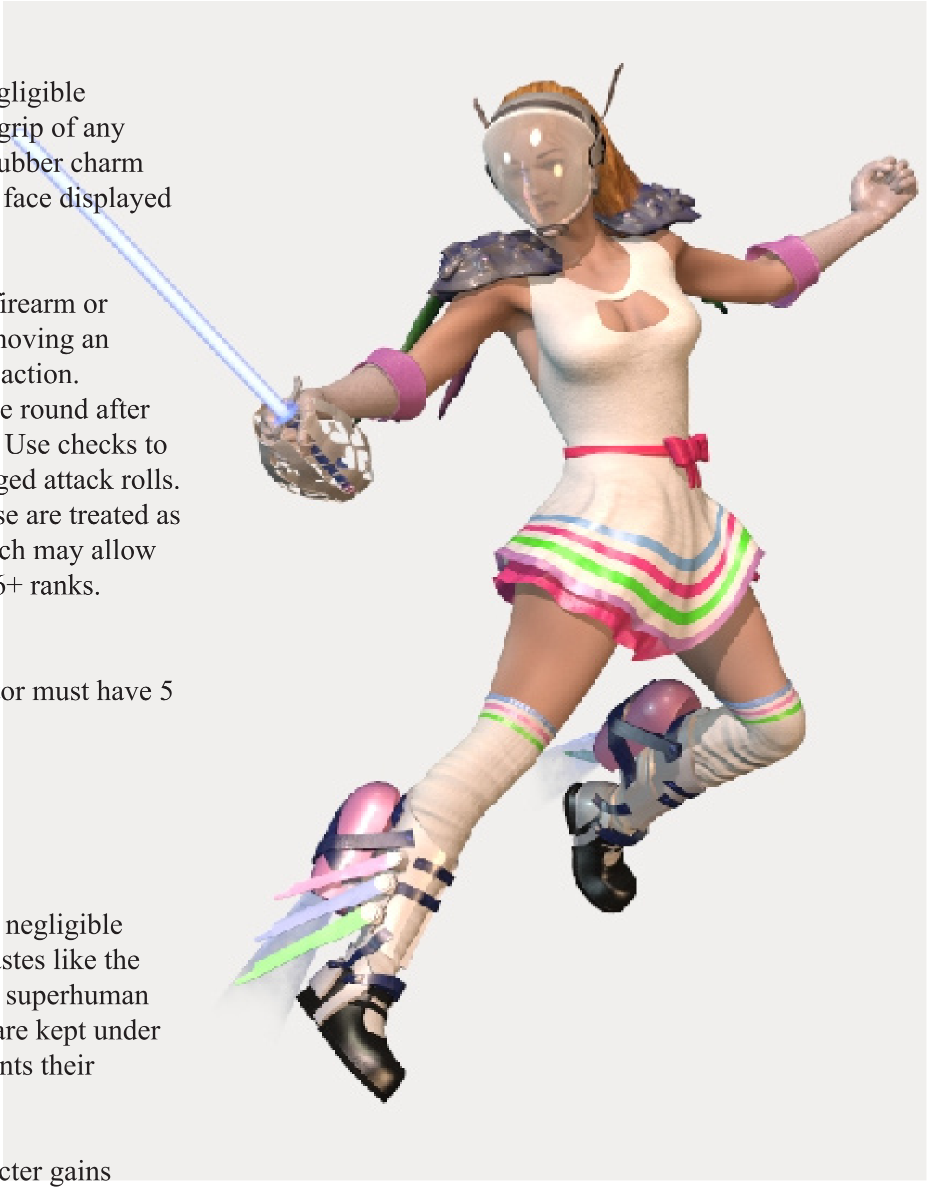
Construction
Requirements Brew Potion, *re-energize* or *yuppie workout*, creator must be a Shipper or Anthro
Cost 125 gp (DC 11)

CHARM, GAMER'S (CN)

Aura faint divination **CL** 3rd
Slot none **Price** 350 gp (DC 14) **Weight** negligible
This rubber keychain charm can clip to the grip of any handgun or handheld energy weapon. The rubber charm displays the same smirking cartoon rabbit's face displayed on the breast of the ***Gamer's Softsuit.***

The Gamer's Charm must be attached to a firearm or energy weapon to function; attaching or removing an unused Gamer's Charm requires a standard action. Activating the charm is a free action; for one round after the charm is activated, you make Computer Use checks to attach with the attached gun rather than ranged attack rolls. During this time your ranks in Computer Use are treated as your BAB for attacks with the weapon, which may allow you to make additional attacks if you have 6+ ranks.

Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in Computer Use
Cost 175 gp (DC 12)



CHEM-X (CN)

Aura overwhelming transmutation **CL** 18th
Slot none **Price** 50,000 gp (DC 31) **Weight** negligible
A vial of this glowing pink potion (which tastes like the ultimate sugar-high) can turn any girl into a superhuman powerhouse. Doses of this potent mutagen are kept under tight control by any genius chemist who wants their children to be more than human.

After drinking a dose of Chem-X, the character gains Massive Strength and Energy Blast as racial bonus feats. In addition, she gains a Flight speed equal to 4x her base land speed, with average maneuverability. The drinker usually gains the Mutant subtype, but some formulations might bestow the Psionic or Patriot subtype instead.

Special: Only female characters in the young adult age category or younger can benefit from a dose of Chem-X.
Construction
Requirements Brew Potion, Craft (alchemical or chemical) 15 ranks, *monstrous physique III*
Cost 25,000 gp (DC 29)

CIGARETTES, RED APPLE (CN)

Aura faint divination **CL** 3rd
Slot none **Price** 3,100 gp (DC 22) *(pack of 12)*
Weight negligible
These cellophane-wrapped packs of cigarettes have a plain white label with a photograph of a gleaming red apple on the front. They're the smoke of choice for gun-happy street scum across the Multiverse.

When unopened, each package contains 12 Red Apples, and each Red Apples can be smoked for up to 10 rounds or until extinguished. Lighting or extinguishing a Red Apple is a standard action, but dropping it, or continuing to smoke is a free action.

While smoking a Red Apple Cigarette, the character is considered trained in Knowledge (local) and Intimidate, and inflicts an additional +1 point of ballistic damage with any successful firearm attack. However, the smoker suffers +3 additional points of ballistic damage themselves each time they are successfully hit with a firearm attack. This additional damage is added in, and not multiplied on a critical hit.

Construction
Requirements Brew Potion, *true strike*
Cost 1,550 gp (DC 19)

CIGARETTES, REVELATOR (CN)

Aura moderate divination **CL** 5th
Slot none **Price** 5,400 gp (DC 24) *(pack of 12)*
Weight negligible
Revelator brand cigarettes are a cheap hardpack with a colorful, mostly blue and yellow package depicting John the Revelator praying with hands loosely clasped, in the style of an ancient illuminated manuscript. The mundane brand is….*popular* isn't the right word, because they taste like shit, but Revelators are found in the pockets of soldiers throughout the Multiverse due to their cheap price and omnipresence on PX/BX shelves. The occult version's even more popular if you can find it.

When unopened, each package contains 12 Revelators, and each Revelator can be smoked for up to 10 rounds or until extinguished. Lighting or extinguishing a Revelator is a standard action, but dropping it, or continuing to smoke is a free action.

Each round the character smokes a Revelator he or she is treated as if possessing the *Trap Sense* Rogue class feature; if the character already has this ability, he gains a +4 competence bonus on Perception checks to spot traps. However, each round a Revelator is smoked, the character suffers 1d6 points of damage, which cannot be prevented.

Construction
Requirements Craft Wondrous Items, *clairaudience/clairvoyance*
Cost 2,700 gp (DC 21)

COLLAR, MINE-BEAST'S (CN)

Aura moderate evocation and necromancy **CL** 8th
Slot necklace **Price** 1,800 gp (DC 20) **Weight** 2 lbs
This heavy, peeling leather collar has been wound tightly with a long strand of copper wire, and stinks of cordite and hot metal.

If the Mine-Beast's Collar is placed on any Animal or Vermin, the creature is affected as if by anti-tank dog. The creature becomes programmed to charge towards the greatest concentration of a specific target profile, identifiable by sight and described by the user at the time the collar is applied. The creature can be told to seek out a specific race, gender, creatures in a particular uniform, or a specific type of vehicle (such as tanks or buses, for example).

While the user has no control over the animal, once it sees a large concentration of the chosen targets, it rushes forward towards them to catch as many as possible in its blast radius. Once within 30 ft, the collared creature detonates inflicting 3d6 points of fire damge plus an additional 1d6 fire damage per Hit Die, to a maximum 10d6 fire (R-DC half). Creatures up to CR 5 can be affected by a Mine-Beast's Collar.

If the collared creature does not detonate within 3 hours of placing the collar, the collar becomes non-magical and falls apart. Otherwise, remove curse is required to remove the collar. It requires a successful grapple combat maneuver check to place the collar around an unwilling creature.

Construction
Requirements Craft Wondrous Items, *anti-tank dog***,** *bestow curse*
Cost 900 gp (DC 17)

CONCEPTION WINE (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 25 gp (DC 5) **Weight** negligible
This traditional and exceedingly bitter Shahteyan vintage is sold in slender, smoked glass bottles. Conception Wine can be found in market places across the galaxy, sometimes in individual vials, other times in full-sized bottles containing 10-12 doses of the potion.

For 24 hours after drinking Conception Wine, female Humanoids and Monstrous Humanoids of childbearing age automatically conceive after a sexual encounter.

Construction
Requirements Brew Potion, *fertility control*
Cost 13 gp (DC 3)

CPU-SEEKING BULLET (CN)

Aura strong necromancy and transmutation **CL** 20th
Slot none (weapon accessory) **Price** 3,500 gp (DC 22)
Weight negligible
This fearsome Battlechanger weapon can change the course of a battle – or of history – with a single shot. These self-guided mini-missiles include advanced steering and sensor suites that seek out an enemy Battlechanger's cranial CPU and destroy it completely with a micro-atomic charge. Less technically: you fire it, somebody's head goes "BOOM!"

When a CPU-Seeking Bullet is loaded into any firearm, the next ranged attack made with the weapon hits automatically so long as the target is within the weapon's maximum range, and does not have total cover. Roll dice only to see if a critical hit is threatened. The CPU-Seeking Bullet automatically confirms critical hits. On a critical hit against a target with the Battlechanger subtype, the target's head is destroyed, as if by a *vorpal* weapon, regardless of the firearm's damage type. Non-Battlechangers do not suffer the vorpal effect. A CPU-Seeking Bullet will resize automatically to fit the caliber of whatever firearm it is installed into.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, keen edge, true strike*
Cost 1,750 gp (DC 20)

CYBER-BERRY (CN)

Aura moderate conjuration **CL** 8th
Slot none **Price** 1,200 gp (DC 18) **Weight** negligible
These delicious, succulent and sweetly tart berries are products of extremely advanced nanotech engineering. Cyber-berries of various colorations and flavors are designed to become part of the eco-system; free-range temporary cybernetic implantation protocols that literally grow on trees.

Once consumed, the character gains a single cybernetic implant of the creator's choice, which must have Drain 3 or less and which functions normally for up to 8 hours. Characters familiar with Cyber-Berries can determine what implant a particular berry provides by that berry's unique size, flavor, scent and appearance, as easily as they could tell a strawberry from a raspberry.

Construction
Requirements Brew Potion, *cybernetic gift*
Cost 600 gp (DC 16)

CYBER-POLISH (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 1,200 gp (DC 18) **Weight** 2 lbs
This small silver tin is intricately machine-printed with ornate gears in a rainbow of colors. Within is a slimy, translucent milky-white polish that smells like high-grade machine lubricant and silicon.

Each tin of Cyber-Polish contains enough for four applications to a Small or Medium creature.

When used by any creature with the Cyborg subtype, it restores 2d6+3 HP to the creature, and removes the *broken* condition from any implanted cybernetic systems. If the creature is Large or larger, it requires an additional dose per size category past Medium to achieve the same effect. Cyber-Polish has no effect if used by a creature without the Cyborg subtype.

Construction
Requirements Brew Potion, *make whole*
Cost 600 gp (DC 16)

DEATHKISS LIPSTICK (CN)

Aura faint evocation **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** neg.
This rich and decadent lipstick is such a dark red it looks almost black, and tastes faintly of delicious and toxic alien fruit. Each tiny silver tube of Deathkiss Lipstick contains enough magical makeup for a single application.

When the Deathkiss Lipstick is applied, it remains potent for up to an hour. During this time, the wearer can cast *Stunning Orgasm* once as a first level sorcerer.

Construction
Requirements Brew Potion, *stunning orgasm*
Cost 25 gp (DC 5)

DECK, HOT GUMBO (CN)

Aura moderate evocation **CL** 10th
Slot weapon **Price** 1,200 gp (DC 18) **Weight** 1 lb (deck)
These playing cards are manufactured exclusively by a the historic Lagniappe Gaming Company, based out of New Orleans. The backs of Hot Gumbo cards are decorated with iconic black and purple check, and the face cards incorporate *Voudon* imagery.

When newly constructed, a Hot Gumbo Deck has 52 cards. Each of the 52 cards functions as a **+1 flaming, glamered shuriken.**

Similar Items
There's a lot of similar enchanted playing cards out there which wield different types of energy; substitute *fireball* and the *flaming* property for the appropriate spells and energized weapon property. Probably due to a quirk of the local Cajun climate and culture nobody ever makes *frost* decks. The ***Frog Prince Deck*** bears green and gold checkers on the back and has the *corrosive* property. Probably the most popular variant is the ***Bayou Queen Deck***, which has the *pleasuring* property and bright pink and gold checks on the back.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, fireball, magic aura*
Cost 600 gp (DC 16)

DECK, KINGSNAKE (CN)

Aura strong divination **CL** 12th
Slot weapon **Price** 3,500 gp (DC 23) **Weight** 1 lb (deck)
The Lagniappe Gaming Company fronts for the Lagniappe guild, an open secret throughout post-human New Orleans, and manufactures Kingsnake cards for its most elite thieves. The backs of Kingsnake cards display a dark green

scale motif, and the face cards feature Creole kings and queens wearing serpent-like costumes.

When newly constructed, a Kingsnake Deck has 52 cards. Each of the 52 cards functions as a **+3 keen, glamered, seeking shuriken.**

Construction
Requirements Craft Magic Arms and Armor, *disguise self, keen edge, magic aura, true seeing*
Cost 1,750 gp (DC 20)

DEHYDRATED FEAST (CN)

Aura strong conjuration **CL** 11th
Slot none **Price** 3,300 gp (DC 22) **Weight** negligible
A tiny silver foil-wrapped cube of *nutri-matter* explodes into a delicious seven course banquet when placed on a level surface, sprinkled with water and exposed to mild heat. The dehydrated feast includes tasty entrees, luscious deserts and rare delicacies from a dozen worlds.

The Dehydrated Feast functions as a *Heroes' Feast*, save it requires only a full round action to prepare.

Construction
Requirements Craft Wondrous Items, *heroes' feast*
Cost 1,650 gp (DC 20)

DEMOGRAPHIC CARD (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 550 gp (DC 15) **Weight** negligible
This magic item is a small, high-quality bond paper card with an image of a particular kind of person printed on it. The person depicted is as blankly and non-threateningly attractive as a stock photograph, and the text printed on the card has a slick, corporate look to it.

While carrying the Demographic Card, the wielder can tear the card to gain a +10 bonus on all Bluff and Diplomacy checks made against a specific demographic group, depicted by the person on the card for one hour or until the torn Demographic Card is discarded. This demographic can be gender (all males, all females), racial or ethnic (Hispanic, African American, Japanese, ect) or species based (Elves, Free Spacers, creatures with the Mutant subtype, ect).

Construction
Requirements Craft Wondrous Items, *glibness*
Cost 275 gp (DC 13)

DINO DISK (CN)

Aura moderate conjuration **CL** 11th
Slot none **Price** 3,300 gp (DC 22) **Weight** negligible
Dino Disks are thin plastic wafers wrapped in a foil wrapper printed to look like dinosaur leather. Unwrap, toss (as a standard action) and summon some prehistoric behemoths to wreak a little havoc.

Using the Dino Disk summons either a single *Triceratops*, or 1d4+1 *Anklyosaurs*, or 2d4+1 *Deinonychus*. The summoned creature (s) serves the user for 1 minute or until slain.

The Dino Disk displays a holographic image of the type of creature it summons, and a specific Dino Disk can only summon creatures of that type (either a *Triceratops*, some *Ankylosaurs* or some *Deinonchyus*).

Construction
Requirements Craft Wondrous Item, *summon monster VI*
Cost 1,650 gp (DC 20)

"HE'S THE ONE THEY CALL DR. FEELGOOD..."

Every bathroom dispensary in Free Space sells Dr. Youp's various wonders, from the magic items described here to cherry flavored space condoms (available in Small, Medium, Large…and for the over-optimistic, Wookie) and hangover cures.

The image on their package is of a small, frog-like sentient in a white lab coat and doctor's data-goggles, but nobody's sure if there ever really was a Dr. Youp or not. Whether the good doctor really exists, or is just a marketing gimmick, billions of spacers (especially those living on the grimy side of the galaxy) swear by the old bastard's many, many products. There's plenty to choose from- at last count, the Galactic Patent Office counted more than 12.5 billion different Youp-brand products, from single-use underwear to galactic death rays.

DR. YOUP'S FUNK SOUL BRAND POTION (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** Neg.
This thin reddish liquid has a coppery taste and comes in a slender red, black and green vial. One drop makes anybody a little funkier, a little darker, and a little less socially acceptable in Command Space.

Drinking the Funk Soul Brand Potion puts the imbiber under the effects of *Cat's Grace*; during the period they are enhanced, their appearance changes. Their skin darkens a few shades, their hair billows out into an impressive afro (for mammalian species) and there is an almost subliminal sound of disco funk permeating the air around them.

During the potion's duration, the drinker suffers a -2d4 penalty on CHA-based skill checks (except Intimidate) against Command military and law enforcement or ICG religious, but receives an equal bonus on CHA-based skill checks against Afro Futurists, Free Spacers and Pacificians.

Construction
Requirements Brew Potion, *alter self, cat's grace*
Cost 375 gp (DC 14)

DR. YOUP'S INSTA-GIRL (CN)

Aura faint necromancy **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** 5 lbs
Dr. Youp's Insta-Girl is a cheap, rubber love doll tightly rolled up in pink plastic egg container. Once removed from the tiny egg, the love doll expands into a cheap blow up doll with a big O mouth, that looks vaguely like a sexy humanoid space-girl…especially in dim light. The wrinkles in the rubber smooth out…eventually.

A character who 'uses' the Insta-Girl can benefit from feats and powers that require sexual contact to activate after a few minutes with the doll. The Insta-Girl rips and deflates after a single use.

Construction
Requirements Craft Wondrous Item, *false life*
Cost 150 gp (DC 11)

DR. YOUP'S INSTANT SHOWER (CN)

Aura faint abjuration **CL** 3rd
Slot none **Price** 150 gp (DC 11) **Weight** negligible
This tiny, lime green tube of spray on deodorant smells like a brand-new bathroom urinal cake. The wrapper depicts the galaxy-famous Dr. Youp soaping up in a tiled shower, his froggy bits covered up by bubbles.

A character who uses Dr. Youp's Instant Shower gains a new FORT Save to end any ongoing effect with either the *acid* or *skatto* descriptors with a +2 equipment bonus on the saving throw.

Construction
Requirements Brew Potion, *purity of body* Enchantments of Black Tokyo Revised
Cost 75 gp (DC 8)

DR. YOUP'S JAILBAIT RECIPE (CN)

Aura faint transmutation **CL** 1st
Slot potion **Price** 50 gp (DC 7) **Weight** negligible
There's a lot of Free Spacers who like their lovers a little on the young side (especially those pervs in Anthony Fleet). For those who prefer a mature mind in a pre-teen body, there's Dr. Youp's Jailbait Recipe. The fruity potion is a popular 'party potion' aboard a whole lotta Free Space starships.

Drinking the potion gives the wearer a pre-teen appearance for an hour, as the spell, *youthful appearance*.

Construction
Requirements Brew Potion, *youthful appearance*, brewer must be a Free Spacer
Cost 25 gp (DC 5)

DR. YOUP'S LIQUID DREAM OIL (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This bubbly blue oil is kept in a slim white plastic tube with a rounded applicator. Rubbing the oil over the body of a sleeping creature manifests a faintly blue-tinged, real time hologram of their dreams, which appears over the sleeper's body.

Construction
Requirements Brew Potion, *neurogram*
Cost 25 gp (DC 4)

DR. YOUP'S LIQUID SEX (CN)

Aura moderate transmutation **CL** 10th
Slot none **Price** 2,500 gp (DC 21) **Weight** 0.5 lb
Dr. Youp's Liquid Sex is an iridescent fluid in a colorful plastic can; spacers swear by the stuff, and keep a good reserve of the stuff by their cockpit control seat, for use in dog fighting.

Splashing the controls or engine of any starship with Liquid Sex activates the item, and is a standard action, similar to drinking a potion. Liquid Sex permeates the vehicle's structures, increasing its tactical speed by +500 ft /round (one space scale square) for one minute, and providing the pilot with a +5 circumstance bonus on Pilot checks with the craft during this time.

Construction
Requirements Brew Potion, *haste*, creator must possess Pilot 5 ranks
Cost 1,250 gp (DC 18)

DR. YOUP'S TRAVELIN' SPICE (CN)

Aura faint conjuration **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
There's a picture of the Good Doctor Youp wolfing down a big bowl of bright red worms on the wrapper of this tiny, single serving plastic spice packet. The glistening red crystal spices inside are hot, pungent and surprisingly savory. Most spacers carry big bunches of these packets in their pockets, especially if they're making a stop over on a world with an incompatible biosphere.

If sprinkled over or mixed into any food or drink, Travelin' Spice removes any poison within. In addition, it molecularly transforms the food or drink (if necessary), so that the Spice's user can derive nutrition from it.

Construction
Requirements Brew Potion, *neutralize poison*
Cost 325 gp (DC 14)

DROP COLONY (CN)

Aura overwhelming creation **CL** 20th
Slot none **Price** 12,000,000+ gp (DC 50)
Weight approximately 50,000 tons
A Drop Colony is a massive cargo pod, designed to be carried in an ultra-heavy star freighter.
In its inactive state, it is a steel box decorated with colorful metallic panels that form arcane runes of creation when viewed from at least a hundred meters away. When the Drop Colony is deployed, it is dropped from an orbiting starship, and becomes a blazing comet the size of a cargo ship as it falls onto the target planet. A golden mushroom cloud blossoms upon impact, and when the light fades, a new city is waiting.

The impact of a Drop Colony utterly destroys an area several dozen miles in diameter, completely overwriting the landscape. Within minutes of impact, a gigantic city is formed, completely ready to occupy, and with a well-developed infrastructure, as the spell, *urbana ex nihlo.*

Drop Colonies are near-artifact level magic items, and represent the peak of what a non-artifact magic item can accomplish.

Construction
Requirements Craft Wondrous Items, Epic Spellcaster, *urbana ex nihlo*
Cost 6,00,000 gp (DC 48)

DYE, BLACK #1

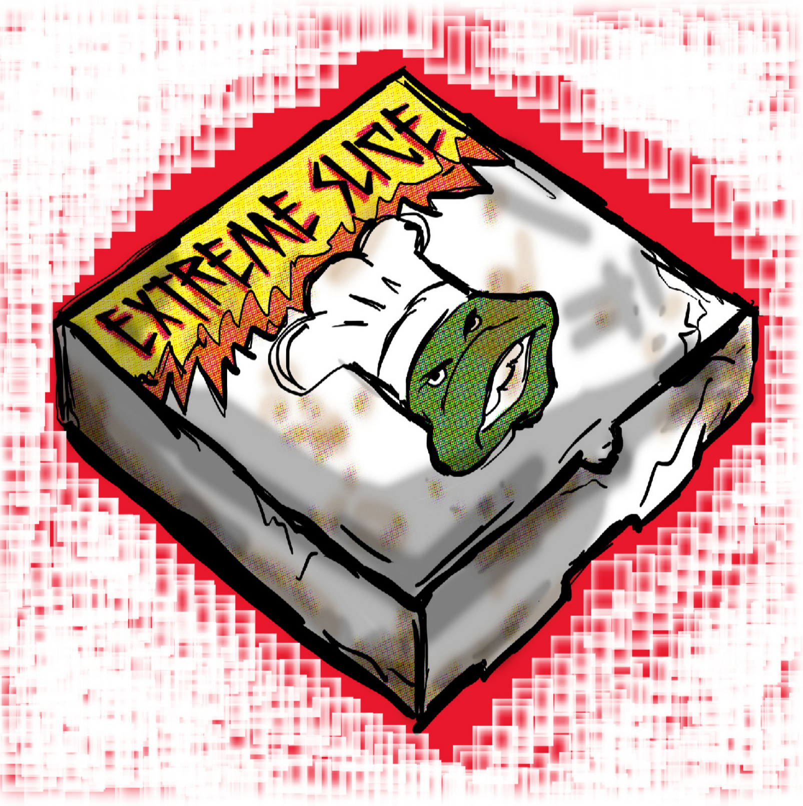
Aura faint abjuration **CL** 7th
Slot none (head) **Price** 350 gp (DC 14) **Weight** negligible
"You want to go out, cause it's raining and blowin'/ can't go out because your roots are showing/dye them black, black, black number one"

This Goth-favorite hair dye has a quote from an old Type O Negative song on the black cardboard packaging, and the manufacturers probably aren't paying the surviving band members any royalties.

It requires at least five minutes to apply Black #1 Dye to the hair, and while applied, the Black #1 Dye occupies the 'head' item slot. For up to eight hours, or until the hair is rinsed or immersed in water, the character assumes an undead, zombie-like appearance, and intelligent undead creatures assumes she is one of their kind; she receives a +5 bonus on Diplomacy, Bluff and Perform (sexual) checks against intelligent undead.

She is considered to be under a continual *hide from undead* effect against unintelligent undead. If she takes any actions that would end the *hide from undead* spell, the Dye vanishes and all effects end. (Thanks to the Dye's formulation, the user can make non-hostile contact with intelligent undead without ending the spell.)

Construction
Requirements Brew Potions, *hide from undead*
Cost 175 gp (DC 12)



EXTREME! SLICE (CN)

Aura moderate conjuration **CL** 5th
Slot none **Price** 3,300gp (DC 22) **Weight** 2 lbs
Extreme! Slice pizzas come in a cheap white cardboard box with a snarling turtle Anthro in a chef's hat on the lid. The best part, aside from the fact you can get any topping you'd ever want on one, is that the magic of the box keeps the pizza hot and fresh until the lid's lifted. There are Extreme! Slice pies out there that have been sitting forgotten for centuries, and they'll still be delicious and fresh the moment they're opened.

Each Extreme! Slice contains enough pizza to feed up to four Medium creatures. If eaten by an Anthro with the Extreme Anthro template, a slice of the magical pizza acts as *heroes' feast,* save that the pizza takes only a full round action to consume. All other creatures eating a slice of Extreme! Slice pizza treats the pizza slice as if it were a *goodberry.*

Construction
Requirements Brew Potion, creator must be an Anthro with the Extreme Anthro template, *goodberry*
Cost 1,650 gp (DC 20)

FUELON CRYSTAL (CN)

Aura faint evocation (least & lesser) or moderate evocation (greater)
CL 1st (least), 3rd (lesser) or 8th (greater)
Price 150 gp (DC 11) *least*750 gp (DC 17) *lesser* 1,800 gp (DC 20) *greater*
Slot none **Weight** 5-40 lbs (5d8 lbs)
In its natural state, Fuelon is an iridescent purple-red crystal that glows brightly with its own strange internal light. Battlechangers ingest raw Fuelon crystals, either by swallowing them (in the case of Battlechangers with humanoid lips) or by inserting the crystals into a special fueling port somewhere on their body, often on the chest plate or forearm. Fuelon deposits naturally occur in several planets across the galaxy, including in remote locations on Earth and throughout the Solar System!

A *least Fuelon crystal* is grape-sized and restores 1 point to a Battlechanger's Fuelon pool when consumed.

A *lesser Fuelon Crystal* is roughly softball-sized and restores 1d4+1 points to a Battlechanger's Fuelon pool when consumed.

A *greater Fuelon Crystal* is roughly basketball-sized, and restores 3d6 points to a Battlechanger's Fuelon pool when consumed.

Construction
Naturally occurring, albeit rare mineral.

FUELON, DARK (CN)

Aura strong evocation **CL** 10th
Slot none **Price** 2,500 gp (DC 21) **Weight** 2-12 lbs (2d6 lbs per crystal)

Dark Fuelon crystals are only produced in places where ambient energy flows and ley lines are warped by the presence of a powerful Technysian artifact or the buried corpse of an ancient, and extremely powerful Battlechanger primordial. These onyx shards are veined with violet lightning.

Dark Fuelon is consumed in the same manner as an ordinary *Fuelon Crystal.* Consuming a Dark Fuelon crystal completely restores a Battlechanger's Fuelon reserve. In addition, the Battlechanger affected by *righteous might* (as cast by an evil cleric) for ten rounds. It the Battlechanger does not personally slay an adversary with a Challenge Rating equal to his Hit Die, when this effect expires, the Battlechanger's Fuelon Reserve is reset to 0 and the Battlechanger enters sys-stasis. Others may assist, but the Dark Fuelon enhanced Battlechanger must strike the death blow.

Construction
Naturally occurring, albeit rare mineral.

FUR TREATS (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 110 gp (DC 10) **Weight** negligible

Fur Treats are a (delicious) constant throughout the Multiverse. In any reality where you can find native Anthros, you can probably find an airtight package of Fur Treats, though exactly what galactic mega-corp provides the Treats tends to vary from universe to universe. Fur Treats come in just about every flavor you can imagine. While most packs cater to the needs of meat-eating furs, there are plenty of herb, grass, fruit and berry Treats available to obligate herbivores.

Each unopened bag of Fur Treats contains 3d6 Treats. Eating a Treat functions as eating one of the berries produced by the *goodberry* spell, save that if the bag is re-sealed between uses, the Treats do not expire.

Special: Only Anthros can gain any magical benefit from eating a Fur Treat.

Construction
Requirements Brew Potions, *goodberry*
Cost 55 gp (DC 7)

GENESIS KEY (CN)

Aura strong conjuration **CL** 13th
Slot none **Price** 13,650 gp (DC 27) **Weight** negligible

This finger-length device resembles a multiply pronged, blunt-edged key made from some strange golden metal. In the hands of a creature of the Genesis bloodline, the metal has a tar-like consistency, sticking to the creature's skin. When pressed to the breast plate or helmet of a ***Genesis Panoply Hardsuit*** in its powered armor state, the Genesis Key merges with the armor and evolves the machine to true sentience.

Over the next 3d6 hours, the Genesis Key establishes an onboard artificial intelligence within the Genesis Panoply Hardsuit. The Panoply's AI has INT, WIS and CHA scores 10+1d6 each, and has a lawful neutral alignment. The Panoply's AI understands the wearer's native languages, and can communicate vocally with the pilot, or through the Panoply's onboard computer. Computer Use, Disable Device, Fly, Heal, Stealth and Perception become class skills for the Panoply's AI. It considers its purpose to protect, advise and provide tactical assistance for its pilot, regardless of the pilot's morality or chosen course of action.

If the Panoply's pilot is not already Lifespawn, the AI urges the creature to become a Genesis-bloodline Lifespawn at the earliest opportunity, and this obsession colors the AI's advice to the pilot. The AI can, if it wishes, sacrifice itself to provide the pilot with Awakened Heritage (Genesis) as a bonus feat. The pilot must be within the Genesis Panoply Hardsuit when the transformation occurs, and providing this feat destroys the AI matrix, returning the Panoply to its default state. The AI will usually only offer this option as a last-resort and cannot be commanded or coerced to do so.

Construction
Requirements Craft Wondrous Items, creator must have the Awakened Heritage (Genesis) feat, *mecha genesis*
Cost 6,825 gp (DC 24)

GENESIS MACHINE-SEED (CN)

Aura strong transmutation **CL** 5th
Slot none **Price** 8,200 gp (DC 25) **Weight** negligible

Resembling a seed-pod grown from living plastic with a faintly luminous golden polymer fruit inside, this device brings an uncanny mastery of technology when swallowed, but at the cost of instinct and reproductive prowess. The seed tastes of hot plastic and machine-evolution.

When consumed, the Genesis Machine-Seed permanently reorganizes the user's neurology.

The user loses all ranks in Bluff, Diplomacy, Perform (sexual) and Sense Motive and these are no longer considered class skills. However, the user gains +5 ranks each in the following skills, even if that would give her more ranks in a particular skill than her Hit Die: Craft (electronic), Craft (mechanical), Computer Use, Drive, Pilot. These skills permanently become class skills for the user. An unwilling creature can attempt a DC 18 FORT Save to negate this effect.

Special: If the user possesses the Onboard Computer cybernetic, it is upgraded to a +2 device, if not already at that level or superior when the Machine-Seed is consumed.

Construction
Requirements Brew Potion, creator must have the Awakened Heritage (Genesis) feat
Cost 4,100 gp (DC 23)

GLOW, AMBASSADOR'S (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible

This high quality Glow joint is laced with other herbs that give it a minty flavor and a billowing, almost glowing purple smoke. The galaxy's elite- politicians, ambassadors, and celebrities usually smoke Ambassador's Glow in fancy ivory holders.

For 15 minutes after smoking an Ambassador's Glow joint, the character is affected as by *comprehend languages.*

Construction
Requirements Brew Potion, *comprehend languages*
Cost 25 gp (DC 4)

GLOW, DINO ALLEY (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This Glow joint is laced with red and yellow berries that only grow on the untamed, primordial frontier world, Pernis Delta (better known as *Dinosaur Alley*), and though the smoke smells somewhat like bear-piss, it's a savory high.

In addition to the normal effects of smoking a Glow joint, the smoker receives a +2 morale bonus on Ride and Handle Animal checks for an hour afterward. If the smoker undergoes a Trip, for the duration of the Trip, she undergoes a physical transformation. Though remaining mostly humanoid, she acquires minor animal characteristics and one extraordinary ability granted by *Beast Shape I.* The transformation and ability granted are random, but should reflect an animal recently encountered. This transformation remains for the duration of the Trip.

Construction
Requirements Brew Potion, *speak with animals*
Cost 25 gp (DC 4)

GLOW, MEDICINAL (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This Glow joint is laced with medicinal herbs that give it a sweetly pungent aroma. These chem-impregnated joints are considered good medicine on the Afro-Futurist world, Medicoake.

In addition to the normal effects of smoking a Glow joint, the smoker recovers 1d8+1 HP if wounded. If the smoker undergoes a Trip, for the duration of the Trip, she can use *stabilize* as a first level sorcerer, as a spell-like ability.

Construction
Requirements Brew Potion, *cure light wounds*
Cost 25 gp (DC 4)

GLOW, NEW KINGSTON (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
The Rastafari planet of New Kingston produces more Glow than any other world, up to and including Treant's famous Glow farms. On New Kingston, Glow is a sacrament more than it is a trade. Sharing a joint of New Kingston Glow is common among friends. As a point of pride, most Free Spacers avoid New Kingston Glow in favor of Primal Glow, grown by one of their own…. They don't know what they're missing out on.

For one hour after smoking a New Kingston Glow joint, the character receives a +1 morale bonus on Diplomacy and Perform checks; when making combat-related Perform checks against a known agent of the Command or ICG, the character's bonus increases to +2. These include Perform checks made to activate bardic spells or abilities, or to wield a Musical or Superior Musical weapon.

Construction
Requirements Brew Potion, *adoration*
Cost 25 gp (DC 4)

GLOW, PRIMAL (CN)

Aura faint **CL** 5th
Slot Price 750 gp (DC 17) **Weight** negligible
The best Glow in the whole fuckin' universe. The primo stuff, found only on garden worlds. There's patches on Treant and a few other fortunate worlds, and sharecroppers can make a fortune selling Primal Glow.
In addition to the normal effects of smoking a Glow joint, the smoker gains a +1 morale bonus on attack rolls, saves and skill checks for one hour. If the smoker undergoes a Trip, for the duration of the Trip, she receives a +4 morale bonus to her STR score.

Construction
Requirements Brew Potion, *heroism*
Cost 375 gp (DC 14)

GLOW, SATANIC (CN)

Aura faint **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This Glow joint is laced with something that stinks of church incense and sex, and puffs out blood red smoke.

In addition to the normal effects of smoking a Glow joint, the smoker's voice deepens to a low growl that provides a +6 bonus on Intimidate checks for 66 minutes. If the smoker undergoes a Trip, for the duration of the Trip, she grows thick, gnarled red skin that provides a +1 profane bonus to Armor Class.

Construction
Requirements Brew Potion, *cause fear*
Cost 25 gp (DC 4)

G-PILL (CN)

Aura faint abjuration **CL** 2nd
Slot none **Price** 100 gp (DC 10) **Weight** negligible
Most starships keep a bottle of these black and pink gel-caps in their first aid locker.

For 1d4 hours after taking a G-Pill, the character is treated as being under the effects of *grav acclimation,* and is considered to have the Zero G Training feat.

Construction
Requirements Brew Potion, *grav acclimation*
Cost 50 gp (DC 7)

GREYMUZZLE'S TEA (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 5,600 gp (DC 24) **Weight** 1 lb
This small, rectangular tea-tin has the design of a sad eyed cocker spaniel's head in profile, its muzzle dappled with grey cross-hatching.

Each tin of Greymuzzle's Tea includes enough tea to prepare 4 doses. It requires a full round action to mix the tea with water and drink it. For 24 hours after drinking the tea, or until the effect is dismissed, the drinker is affected by the *threefold aspect* spell, taking on the *elder* aspect.

Special: Only Anthros can benefit from drinking Greymuzzle's Tea. Though *threefold aspect* is normally too high a level to be prepared as a potion, Anthro brewers use racially specific techniques and enchantments to prepare Greymuzzle Tea.

Similar Items

Cub's Candyfruit is a cloyingly sweet, fermented berry juice sold in small, brightly colored gourds. Cub's Candyfruit can be drunk straight, as a normal potion without requiring mixing. The drinker takes on the *youth* aspect of *threefold aspect*, but otherwise the two items function identically.

Construction
Requirements Brew Potion, *threefold aspect*, creator must be an Anthro
Cost 2,800gp (DC 21)

INJECTOR, ABYSSIA (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** ½ lb
Once this self-guided medical injector finds a vein, the user undergoes a gruesome transformation becoming a deep-water horror. Their flesh becomes darkly translucent, like tinted glass their bones and viscera visible beneath as glowing, milk-white pools of radiance. Fingers elongate into talons, and the mouth becomes a horrid maw stretching from ear to ear.

For five minutes after the injection, the character is affected as if by *undead anatomy I,* gaining two claw attacks, a 30 ft Swim speed and lowlight vision.

Construction
Requirements Brew Potion, *undead anatomy I*
Cost 375 gp (DC 15)

INJECTOR, EXTREME (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 450 gp (DC 15) **Weight** negligible
The red liquid inside this self-guided syringe warps the recipient's body, granting incredible strength and durability. After the injection, the character's pectorals, shoulders and biceps swell with raw power. Their thighs thicken, while the feet and hands seem to shrink by contrast. The recipient's facial features contort into a grimace that bears their teeth – teeth that suddenly seem too small, too white, and too numerous beneath their pulled-back lips.

For five minutes after the injection, the character gains a +4 enhancement bonus to their CON score, and gains Power Attack and Cleave as bonus feats.

Construction
Requirements Brew Potion, *bear's endurance, bull's strength*
Cost 225 gp (DC 13)

INJECTOR, STEELMARROW (CN)

Aura moderate abjuration **CL**10th
Slot none **Price** 20,000 gp (DC 28) **Weight** 1 lb
This weighty surgical-grade titanium needle is designed to pierce the dense bone of a human femur as easily as a dagger through lace. The injector contains a thick, silvery sludge. The injector is hot to the touch because nanites within the slag vibrate to keep the metal from solidifying.

Applying the Steelmarrow Injector is a full round action, and requires the injection be made directly into the femur or another heavy, dense bone. The creature injected immediately suffers 3d6 points of damage, as liquid metal is injected into the wound. In addition, the character must succeed at a DC 22 FORT Save or die instantly from massive system shock. Success means the character is merely *helpless* for 1d4 rounds as the implant takes hold.

If the character survives the process, they gain the ***Fortified Skeleton*** cybernetic implant. This grants the character Damage Reduction 4/-.

Similar Items

Other cybernetic implants might be available via a painful and potentially fatal injection rather than conventional surgical implantation. The main advantage of injections like this is the patient can be on their feet and fully combat-ready in minutes, rather than the weeks of downtime required by conventional surgery. This quick and dirty method of occult-augmentation is risky, but certain terrorists, not to mention desperate adventurers, might make use of these injectors.

Construction
Requirements Craft Wondrous Items, Craft (cybernetics) 5 ranks, *stoneskin*
Cost 10,000 gp (DC 26)

IV-RYX (CN)

Aura moderate transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
Iv-ryx is a glistening greenish powder, usually kept in finely carved bone snuff boxes.

When a dose of Iv-ryx is snorted, the user's muscles bulge and their eye flare a lurid green. For one minute, the character rolls 2d20 when making a melee attack and takes the best result.

Construction
Requirements Brew Potion, *rage*
Cost 375 gp (DC 14)

JANNZ (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Jannz is a sticky pulp usually kept in a tiny ceramic snuff box or polymer ‘tin’, and placed under the tongue for absorption (though there are those who swear it’s got a better kick when absorbed through the vaginal membranes). The priestesses of Shahteyah brew this narcotic mostly for ceremonial usage.

For three minutes (or the length of one sexual encounter), a female user is affected by *Shahteyan Puberty.* A male user gains the benefit of *Eagle’s Splendor* instead.
Construction
Requirements Brew Potion, *shahteyan puberty*
Cost 125 gp (DC 11)

KULA FLOWER (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 900 gp (DC 17) **Weight** negligible
Kula flowers are a decorative xeno-breed that adapts well to Terran cultivation. The translucent orangish-amber blossoms make the Kula flower a popular decorative flower, as popular outside the Covenant as within. Specially bred Kula flowers with custom-woven gene codes and occult-tech enchantments are used purely for intimate Choicer coming of age rituals.

If a handful of Kula Flower blossoms are burned as a full round action, willing female creatures within 60 ft are affected as by *draw forth menses.* As long as at least 13 women are involved in the ritual, crops within a half mile radius are affected by the *enrichment* function of *plant growth.*

Construction
Requirements Brew Potion, *draw forth menses* [Culture of Choice], *plant growth*
Cost 450 gp (DC 15)

MADSTREAK MOUSSE (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Just about every Anthro and Mutie berserker out there keeps a couple cans of Madstreak Mousse on their dresser. Spray a healthy dose on and your hair fans out into a threatening display of spikes resembling an abstract lion’s mane, while bold streaks of blood red color appear among the hair. By the way, this heavy hold mousse contains enough CFCs to kill a polar bear.

Each can of Madsteak Mousse contains four (4) doses. For 10 minutes after applying a dose of Madstreak Mousse, the character gains a +1 competence bonus on attack and damage rolls with natural weapons and unarmed strikes. The mousse’s famous hold lasts for hours.

Construction
Requirements Brew Potions, *anthro adaptation* or *magic fang*
Cost 150 gp (DC 11)

NUTRI-BAR (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 25 gp (DC 4-5) **Weight** negligible
This high-calorie ration bar comes in a plethora of flavors.

A character who eats a Nutri-Bar removes the *fatigued* condition. This item has no effect on more severe conditions.

Construction
Requirements Brew Potion, *re-energize*
Cost 13 gp (DC 3)

PERQ (CN)

Aura faint evocation **CL** 2nd
Slot none **Price** 100 gp (DC 10) **Weight** negligible
Perq (pronounced perk) is a warm orange oil used as a combat aphrodisiac on a hundred worlds. EroWrestlers die screaming their ecstasy covered in tingly orange Perq oil.

When rubbed on the skin, the wielder inflicts +1d6 points of Pleasure damage on a successful unarmed strike or natural weapon attack. However, the wielder suffers an additional point of Pleasure damage from any successful attack. Perq’s effects last for 2 minutes.

Construction
Requirements Brew Potion, *stunning orgasm*
Cost 50 gp (DC 7)

PILL, MEGA-POW (CN)

Aura moderate transmutation **CL** 8th
Slot none **Price** 4,500 gp (DC 23) **Weight** negligible
This occult-tech pill is instantly recognizable thanks to its iconic black and yellow capsule with its red hourglass glyph. Swallow this pill, and you’ve got an hour of superhuman power, but the comedown is brutal.

For one hour after taking a Mega-Pow Pill, the character gains a +4 enhancement bonus to STR, DEX and CON scores. During this time, the character becomes immune to *fatigue* and *exhaustion*. When this effect ends, the wearer must succeed at a DC 18 FORT save or become unconscious for one hour. Success indicates the character is merely *exhausted* for an hour.

Construction
Requirements Brew Potion, Extend Spell, *bear's endurance, bull's strength, cat's grace*
Cost 2,250 gp (DC 21)

PILL, SATISFIER (CN)

Aura faint abjuration **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This striped, yellow and blue, faintly glowing gel-cap contains a powerful alien aphrodisiac that's so potent it is often lethal to the unprepared. Some worlds offer Satisfier Pills as euthanasia drugs.

When the user takes a Satisfier Pill, she immediately suffers 2d6 Pleasure damage with no Saving Throw allowed. However, assuming she survives, she then gains Pleasure Resistance 10 for the next 12 hours.

Construction
Requirements Brew Potion, *resist energy*
Cost 25 gp (DC 5)

POCKET BATTLESPACE (CN)

Aura strong universal **CL** 13th
Slot none **Price** 182,000 gp (DC 36) **Weight** 1 lb
Prior to activation, the Pocket Battlespace is a small and heavy cube, about the size of an ordinary die, which alternatively pulses with blue and gold light. Tossing the cube activates the Battlespace, which blossoms into a pocket dimension with its own laws of physics. These laws interact with the subconscious of the activator, turning the tide of battle in their favor by creating a pocket reality where they have the absolute advantage.

The Pocket Battlespace is a thrown weapon with a 10 ft range increment. When thrown, it creates a pocket reality with a 100 ft spherical diameter; those on the periphery can attempt a DC 18 REF save to escape the forming pocket battlespace. Success indicates they are prone outside the pocket battlespace.

The Pocket Battlespace remains in existence for 7+1d6 rounds unless *dispelled.* During this time, the creature who threw the Pocket Battlespace is considered its Creator and can alter certain facets of reality as an immediate action.

The Physics of the Pocket Battlespace

- The Battlespace has normal gravity by default, but the Creator can change this to zero gravity, low gravity or high gravity as desired.
- The Creator can determine which are the 'up' and 'down' orientations of the Battlespace as desired. By default, they are the same as in normal reality.
- The Battlespace has dim illumination, which the Creator can change to bright illumination if desired.
- Once created, creatures other than the Creator cannot leave the Battlespace. Instead, if they pass through the edge of the Battlespace, they 'loop' and re-enter the Battlespace from an entry point opposite their exit.
- Creatures can only leave the Battlespace via any form of teleportation or dimensional travel if the effect succeeds on a caster level check against the Battlespace, otherwise the effect fails.

The Creator gains the following benefits in the Battlespace. The Creator can designate a number of creatures equal to his or her INT modifier to also gain the following benefits.

- The Creator's successful attack rolls inflict maximum damage.
- The Creator gains a +4 deflection bonus to AC.
- The Creator is always considered to be flanking opponents within the Battlespace.

Construction
Requirements Craft Wondrous Items, Knowledge (physical sciences) 10 ranks, *limited wish*
Cost 91,000 gp (DC 33)

POTENTIA (CN)

Aura faint evocation **CL** 5th
Slot none **Price** 2,500 gp or more (DC 21)
Weight 1 lb (vial)
One of the most sacred acts of camaraderie and devotion a Battlechanger can perform is to allow a techno-surgeon to draw off a sample of the highly charged, circulated Fuelon running through their core systems. This *potentia* is poured into a specially designed, ritual vial, and presented as the most personal and intimate of gifts to a fellow Battlechanger.

When *potentia* is extracted, a Battlechanger must donate some of their inner fuel, which reduces their maximum Hit Point total by up to 5 points. A helpless or unconscious Battlechanger can also have their *potentia* extracted forcibly.

When drunk by another Battlechanger, the *potentia* completely restores that Battlechanger's Fuelon reserve. In addition, the drinker gains a morale bonus on all attack rolls, saving throws and skill checks equal to the Hit Points permanently sacrificed, which remains in effect for one hour.

Special: Potentia cannot be used by non-Battlechangers; drinking a vial of Potentia has the same (lethal) effects as drinking a dose of *mildly radioactive* alchemist's fire.

Construction
Requirements Brew Potion, creator must be a Battlechanger
Cost 1,250 gp (DC 19)

PSEUDO-SKIN HELMET (CN)

Aura none (magic aura) **CL** 13th
Slot none **Price** 5,050 gp (DC 23) **Weight** 5 lbs
This magic item functions all but identically to the *pseudo-skin mask,* save that when deactivated, the device reveals itself as a surprisingly bulky helmet that slides apart to reveal the wearer's true face. The extra bulk is shockingly powerful occult chemical explosive. Anybody near this thing's in for a big surprise!

The Pseudo-Skin Helmet functions identically to the *pseudo-skin mask*, save that it detonates explosively 2 rounds after it is removed or its duration expires. The explosion inflicts 13d6 fire damage to everything in a 30 ft radius (REF DC 21 half).

Construction
Requirements Craft Wondrous Items, *alter self, delayed blast fireball, magic aura*
Cost 2,525 gp (DC 21)

PSEUDO-SKIN MASK (CN)

Aura none (magic aura) **CL** 5th
Slot head **Price** 500 gp (DC 15) **Weight** negligible
This advanced rubbery mask feels like human skin, even has warmth, and once applied, it forms a perfect disguise. Once the Pseudo-Skin Mask is peeled away, it rapidly decomposes.

The Pseudo-Skin Mask functions as *alter self,* changing only the character's facial features, while the wearer simultaneously benefits from a *magic aura* effect that makes the mask itself read as non-magical, and the wearer read as any alignment of their choosing. These effects remain active for one hour, until the wearer removes the mask, or until the wearer suffers 5 or more points of acid or fire damage.

Construction
Requirements Craft Wondrous Items, *alter self, magic aura*
Cost 250 gp (DC 13)

PSYCHOTOXIN GRENADE (CN)

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 2,250 gp (DC 21) **Weight** 0.5 lb
Smaller than a child's plastic Easter Egg and equally colorful, the gas inside this tiny container is potent enough to kill dozens. Horribly. As each victim chokes to death, they laugh uncontrollably, until they vomit up lung tissue and die with a terrible rictus on their face.

The Psychotoxin Grenade functions as a grenade with a 20 ft burst. All creatures within this burst radius are affected by both *cloudkill* and *hideous laughter*.

Construction
Requirements Craft Magic Arms and Armor, *cloudkill, hideous laughter*
Cost 1,125 gp (DC 18)

RIFTING LANCE (CN)

Aura strong conjuration **CL** 9th
Slot weapon **Price** 2,500 gp (DC 21) **Weight** 1 lb
Rifting Lances are slivers of non-reality resembling bolts of purplish-pink lightning roughly a meter long. They can be thrown like a javelin, either to open short lived planar portals, or to disrupt the molecular structures of anything unfortunate enough to be within range.

A Rifting Lance can be thrown to create a dimensional portal at any point within 30 ft, which roughly 10 ft in diameter, which remains for one round once created. It requires the thrower to succeed at a DC 15 ranged attack roll to open a portal to a relatively 'adjacent' dimension; it requires a DC 18 ranged attack roll to open a portal to more distant or exotic dimensions or outer planes. If the ranged attack roll fails, the dimensional portal opens on a random dimension.

Alternatively, a Rifting Lance can be thrown as a +1 weapon with a 10 ft range increment. On a successful hit, it inflicts 6d6 force damage (19-20/x2).

Construction
Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider
Cost 1,250 gp (DC 19)

SAPIENS GEL (CN)

Aura faint divination **CL** 1st
Slot none **Price** 25 gp (DC 5) **Weight** negligible
Made from the processed neuro-chemicals of pre-teen humans, suspended in a gelatin carrier matrix, this outlawed drug gives an amazing, short lived high and temporarily imbues the user with the legendary human excellence.

For one minute after using Sapiens Gel, the user receives a +1 competence bonus on all INT and DEX keyed skill checks. If the creature using Sapiens Gel possesses the *Human* subtype, they instead receive a +2 competence bonus on these skill checks.

Construction
Requirements Brew Potion, *guidance*
Cost 13 gp (DC 3)

SEED OF THE HIEROS GAMOS (CN)

Aura strong universal **CL** 13th
Slot none **Price** 6,000 gp (DC 24) **Weight** negligible
This diadem resembles a fruiting seed of pearlescent metal with a pale violet sheen encircled by a tiny wreath of diamond shards. When pressed to the forehead of certain Lifespawn, the Seed adheres to their body and awakens new subroutines in their already-augmented genetic code.

Only a Lifespawn of either the Genesis or Mother bloodlines can bond with a Seed of Hieros Gamos. Thereafter, the creature is treated as being a member of both bloodlines, and can choose powers, or activate magic items exclusive to either bloodline. When the creature becomes eligible to choose a new feat, it may choose the Awakened Heritage of its new bloodline. This is an intentional exception to the rule that the Awakened Heritage feat must be chosen at first level, and can only be chosen once.

Construction
Requirements Craft Wondrous Items, creator must have the Awakened Heritage (Genesis or Mother) feat, *limited wish*
Cost 3,000 gp (DC 22)

SHOCKFLASH (CN)

Aura strong evocation (electrical) **CL** 11th
Slot neck or wrist **Price** 3,300 gp (DC 22)
Weight negligible
The Shockflash is a coin-sized, flattened silver star with a slender lens of amber crystal at the center. Lightning crackles endlessly within this delicate disk, as if trapped in the glass itself. The Shockflash is worn on a black polymer 'smart-cord' that can reconfigure itself into either a bracelet or a necklace, with just a few tugs in either direction.

By shattering the pale golden glass at the center of the Shockflash as a move-equivalent action, the wearer benefits from the *electrocutie* spell with an 11 round duration.

Construction
Requirements Craft Wondrous Items, *electrocutie*
Cost 1,650 gp (DC 20)

SHOWTIME LIPSTICK (CN)

Aura faint enchantment **CL** 1st
Slot none **Price** 80 gp (DC 9) **Weight** negligible
This semi-holographic lipstick is intense pigment mingled with mild radioactivity and hardlight, and comes in ultra-saturated hues like neon pink, purple and iridescent shades of green, blue and more. Each tube of Showtime Lipstick comes with enough for 1d4+1 applications.

For one hour after applying Showtime Lipstick, the character rolls 2d12 rather than d20 when making Perform (sing or dance) checks.

Construction
Requirements Brew Potion, creator must be a Bard, *canny effort*
Cost 40 gp (DC 6)

SPACER'S DUCT TAPE (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 350 gp (DC 14) **Weight** 1 lb
There's a lot of low-rent trader starships out there held together with duct tape and hope. This roll of silvery duct tape has enough tape for 2d12 applications. Each application of Spacer's Duct Tape transforms a temporary repair into a permanent one, provided it is applied before the jury rigging's useful life expires.

However, there is a 25% chance that a repair will fail spectacularly 2d6 days after the duct tape is applied. If a second application of Spacer's Duct Tape is placed upon the repair, there is no failure chance.

Construction
Requirements Craft Wondrous Items, *work around*
Cost 175 gp (DC 11)

SPARK CORE (CN)

Aura strong conjuration **CL** 11th
Slot none **Price** 13,300 gp (DC 27) **Weight** 5 lbs
The Spark Core is a marble-sized perforated sphere of gunmetal grey alloy enclosing a small yet intensely bright micro-star. Within the tiny fusion furnace at the device's heart, a complete assembly protocol and AI matrix is stored as pure light.

When the Spark Core is placed atop or inside a mostly metal, plastic or polymer object weighing at least one ton, it begins creating a new robotic lifeform via the *mecha genesis* spell. The creation mass used can be scrap, a vehicle, raw materials, or virtually anything else of appropriate composition and mass. Over the next hour, bright energy discharges shape the raw material into a new robotic lifeform of a type decided by the Spark Core's creator at the time of creation.

Special: The Spark Core can be used as an improvised and highly potent explosive. The device has Hardness 20 and 50 HP, and is immune to Fire and Electrical damage. If destroyed, the device detonates, inflicting 20d6 damage to a 100 ft radius (REF DC 20 half). Half the damage is fire, the other half is electrical. The blast radius is considered a moderately radioactive environment for 1d6 days after the explosion.

Construction
Requirements Craft Wondrous Items, creator must be a member of a robotic race, *mecha genesis*
Cost 6,650 gp (DC 24)

SPARROW'S FEATHER (CN)

Aura overwhelming transmutation **CL** 20th
Slot none **Price** 360,000 gp (DC 38) **Weight** 50 lbs
New Voidsparrow clans are provided with a Sparrow's Feather with which to establish a clanhold 'nest'. Voidsparrow nests are small and efficient orbital stations, carved out of asteroidal rock, but with an unmistakable sense of beauty and identity. The outer façade of a Voidsparrow nest erupts in a towering sculpture of a gleaming star-eagle in flight, wings outstretched toward the cosmos.

A Sparrow's Feather is a silvery, steel sculpture of a flight vane as long as a bastard sword, and extremely heavy. Activating a Sparrow's Feather requires a member of the Voidsparrow race to place the Feather atop an orbiting asteroid at least 200 meters in diameter. Over the next 24 hours, the Feather transforms the asteroid into a small military space station designed according to Voidsparrow aesthetics. The resulting station functions as a *workshack,* though this is considered an instant (and thus permanent) effect.

Construction
Requirements Craft Wondrous Items, creator must be a Voidsparrow, *workshack*
Cost 180,000 gp (DC 36)

STAR SHOT ADAPTOR (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 325 gp (DC 14) **Weight** negligible
This tubular, silver and black plastic tube resembles a silencer, and attaches to the projector or barrel of an energy weapon in a similar manner. Once attached, glowing circuitry on the Star Shot Adaptor lights up as the gadget synchs to the energy weapon.

Once attached, the Star Shot Adaptor cannot be removed without destroying it. The next 2d6 shots made by the attached energy weapon have their range increment increased by x10 when fired in space or zero-g conditions, as per the spell *star ranging.* When the gadget's power is expended, it flakes away like glowing ash, freeing the attached weapon.

Construction
Requirements Craft Wondrous Items, *star ranging*
Cost 163 gp (DC 11)

STICKER, CONCERT (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
Every band in the galaxy sells crappy stickers after a gig, and some of the stickers, from the best, hardest rocking bands have a little magic. These hyper-colorful stickers usually display the band's slick, aggressive logo or its gruesome mascot.

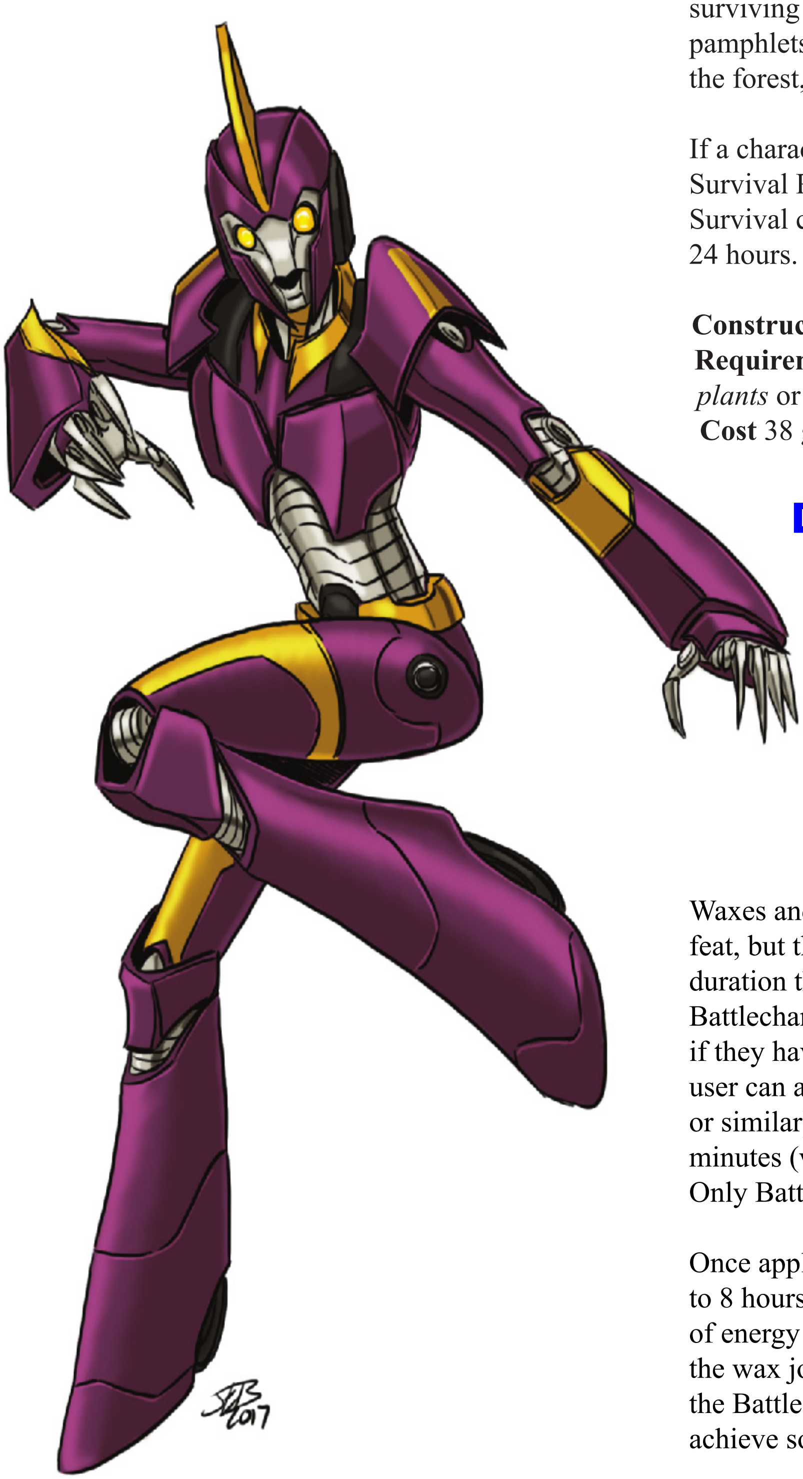
Slap a concert sticker on any musical instrument (or a Musical or Superior Musical weapon) and receive a +3 insight bonus on Perform checks with that instrument or Musical/Superior Musical weapon for the next ten minutes. The sticker fades and peels once its magic is expended.

Construction
Requirements Scribe Scroll, *play instrument*
Cost 25 gp (DC 5)

SUITSILVER (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** 1 lb (vial)
Suitsilver is contained within a spherical magnetic bottle the size of an orange. Pressing the energized sphere to the body and applying pressure ruptures the magnetic containment, the chrome liquid within splashing over the users body and forming a millimeter thin spacesuit.

Suitsilver is a common spacer technology. Activating a Suitsilver sphere provides the character with the benefit of the *emergency spacesuit* spell for one hour.



Construction
Requirements Brew Potion or Craft Wondrous Items, *emergency space suit*
Cost 25 gp (DC 5)

SURVIVAL PAMPHLET (CN)

Aura faint divination **CL** 1st
Slot none **Price** 75 gp (DC 8) **Weight** negligible
This military-issue pamphlet is printed on glossy, durable paper and provides a surprising wealth of information about surviving in a particular hostile environment. Different pamphlets detail what to do if you're stranded in the desert, the forest, the mountains, or virtually anywhere else.

If a character spends at least 10 minutes studying the Survival Pamphlet, they gain a +5 competence bonus on Survival checks in the pamphlet's specific environment for 24 hours.

Construction
Requirements Scribe Scroll, either *detect animals and plants* or favored terrain class feature
Cost 38 gp (DC 6)

DESIGN PHILOSOPHY: WAXES

As a race of living machines that are high-performance vehicles at least some of the time, it's only natural the occult-inventors of the race would create a variety of enchanted waxes and metal polishes for use by Battlechangers. A good wax and polish can be a sensual and relaxingly hedonistic experience for Battlechangers.

Rules for Enchanted Waxes

Waxes and polishes can be created with the Brew Potion feat, but they take longer to apply and have longer lasting duration than most potions. It requires one hour for a Battlechanger to apply a wax to themselves, or 30 minutes if they have assistance from another Battlechanger. The user can attempt a DC 15 Profession (mechanic, detailer or similar) check to reduce the time required to either 30 minutes (without aid) or 15 minutes (aided) respectively. Only Battlechangers can benefit from waxes.

Once applied, enchanted waxes provide their benefit for up to 8 hours. If the Battlechanger suffers more than 20 points of energy damage during this time, or is fully submerged, the wax job is ruined and its effects end. Some waxes allow the Battlechanger to discharge the wax's effect early to achieve some special benefit.

WAX, BLUESHINE (CN)

Aura faint transmutation **CL** 7th
Slot none **Price** 700 gp (DC 16) **Weight** 1 lb (vial)
This slick pale-blue wax gives a Battlechanger a show-room new shine and brightens the paint covering their hull.

While under the effects of Blueshine Wax, the Battlechanger is immune to effects that cause rusting, such as the *rusting grasp* spell, a rust monster's attacks, and similar hazards.

Construction
Requirements Brew Potion, *make whole,* creator must be a Battlechanger
Cost 350 gp (DC 14)

WAX, ELECTRUM-ONE (CN)

Aura faint abjuration **CL** 8th
Slot none **Price** 2,500 gp (DC 21) **Weight** 1 lb (vial)
This gleaming golden wax feels like liquid metal rather than traditional polish, and once applied, the Battlechanger's hull is gilded.

While under the effects of Electrum-One Wax, the Battlechanger gains Electricity, Fire and Force Resistance 10. These energy types never destroy this wax job. During this period, the Battlechanger can discharge the Electrum-One Wax to reflect a successful attack made by one of these energy types back at its originator. The attack's originator suffers damage as if it were the original target of the attack.

Construction
Requirements Brew Potion, *resist energy,* creator must be a Battlechanger
Cost 1,250 gp (DC 18)

WAX, GENERATION II

Aura faint divination and transmutation **CL** 8th
Slot none **Price** 2,500 gp (DC 21) **Weight** 1 lb (vial)
Once applied, this slippery wax dyes the Battlechanger's paintjob in bright, clashing new color schemes – neon primary colors and scorching hot 90s pastels. Sometimes the Battlechanger's name appears as window decal art, either in English or a Tech-dialect.

While under the effects of Generation II Wax, all ranged weapons wielded by the Battlechanger inflict an additional die of damage, including body-mounted and integral ranged weapons. During this period, the Battlechanger can discharge the Generation II Wax to turn a successful non-critical ranged attack into a confirmed critical hit.

Construction
Requirements Brew Potion, *BFG, truestrike,* creator must be a Battlechanger
Cost 1,250 gp (DC 19)

WAX, HOTRUNNER (CN)

Aura faint evocation **CL** 5th
Slot none **Price** 650 gp (DC 16) **Weight** 1 lb (vial)
When this slippery golden wax is applied to a Battlechanger's hull, heatless holographic flames seem to spark and dance within the molecules of their paintjob. While under the effects of this wax, the Battlechanger sheds bright light in a 30 ft radius and dim light to 60 ft.

While under the effects of Hotrunner Wax, the Battlechanger gains Fire Resistance 10. Fire damage does not destroy this wax job. The Battlechanger can discharge Hotrunner Wax as an immediate action in order to gain a +120 ft increase to their base land speed for 1 round. During this time, all creatures and objects within the Battlechanger's path of travel suffer 2d6 fire damage (REF DC 15 half).

Construction
Requirements Brew Potion, *haste, resist energy,* creator must be a Battlechanger
Cost 325 gp (DC 14)

WAX, JUNKBLOOD (CN)

Aura faint conjuration **CL** 11th
Slot none **Price** 1,200 gp (DC 18) **Weight** 1 lb (vial)
This gritty, abrasive wax leaves the Battlechanger's finish scratched and dulled, but toughens the metal and circuits beneath. Extensive use of this wax gives the Scavenger race its legendary durability.

While under the effects of Junkblood Wax, the Battlechanger gains Fast Healing 2 (acid, fire). The Battlechanger can discharge Junkblood Wax to immediately recover 23 Hit Points, up to their normal maximum HP total.

Construction
Requirements Brew Potions, *make whole, cure serious wounds,* Maximize Spell, creator must be a Scavenger Battlechanger
Cost 600 gp (DC 16)

WAX, STEALTHBLACK (CN)

Aura moderate illusion **CL** 5th
Slot none **Price** 2,500 gp (DC 21) **Weight** 1 lb (vial)
While under the effects of Stealthblack Wax, the Battlechanger gains a +10 competence bonus on Stealth checks and may use *disguise self* at will, as if wearing a ring of chameleon power. The Battlechanger can discharge the Stealthblack Wax to cast both *invisibility* and *machine invisibility* on themselves. Once activated, this secondary effect has a duration of up to five minutes.

Construction
Requirements Brew Potion, *disguise self, invisibility, machine invisibility*, creator must be a Battlechanger
Cost 1,250 gp (DC 18)

MAGIC ARMOR AND CLOTHING

ACROBAT'S WRAPS

Aura faint psychoportation **CL** 7th
Slot armor **Price** 5,600 gp (DC 24) **Weight** negligible
Calling it a costume is overselling it a bit. These black elastic bands wrap the groin and breast, and similar bands decorate the arms.

Acrobat's Wraps are a set of **+1 battle lingerie.**

While wearing Acrobat's Wraps, you gain Speed of Thought and Up the Walls as bonus feats. You also gain a +2 circumstance bonus on Initiative checks; you may discharge this bonus as an immediate action to gain a +2 circumstance bonus on any REF Save, as per the *circumstance shield* power. Once discharged, the bonus to Initiative checks remains disabled for one minute.

Construction
Requirements Craft Magic Arms and Armor, *circumstance shield, wall walker*
Cost 2,800 gp (DC 21)

AMBASSADOR'S MANTLE

Aura strong transmutation **CL** 5th
Slot body and shoulders **Price** 18,500 gp (DC 28)
Weight 2 lbs
This long, slender robe is made of fine blue *xeno-silks,* accented with a high golden collar that explodes like a sunburst off the shoulders. A stylized sun and planet design is stitched between the breasts. While wearing the Ambassador's Mantle, the character's forehead enlarges slightly, symbolizing intelligence and wisdom.

While wearing the Ambassador's Mantle, the wearer receives a +4 enhancement bonus to her INT Score, as per the spell *Fox's Cunning.* The wearer adds her INT modifier as an untyped bonus on Diplomacy and Sense Motive checks while wearing the Mantle.

Construction
Requirements Craft Wondrous Item, *eagle's splendor, fox' cunning*
Cost 9,250 gp (DC 25)

ANI-ARMOR

Aura faint conjuration **CL** 3rd
Slot armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs
This tight fitting, short-sleeved spandex body glove is a bright, canary yellow and includes a bulky set of chrome headphones with antenna for superior tactical commination.

Ani-Armor is a **+1 anthro-adaptive second skin** and includes an integrated smartphone built into the earpiece. While wearing the Ani-Armor, the character gains the Duck and Cover and Paired Opportunists teamwork feats.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, instant armor*
Cost 2,250 gp (DC 21)

ANTHRO-SOUL PLATE

Aura moderate transmutation **CL** 13th
Slot armor **Price** 99,900 gp (DC 33) **Weight** 50-60 lbs
This especially ornate and heavily girded set of plate-mail is richly enameled in a bright color. Instead of a tabard, the breast plate of the armor has been accented with a polished, mirror-like plate of indestructible and enchanted glass, riveted to the steel. Within this enchanted mirror, a ghostly animal- usually a noble and impressive beast such as a lion, warhorse, eagle or dragon – paces as if caged and roars silently. The armor's fully enclosed great helm resembles the illusory animal, as do other details carved into the good steel.

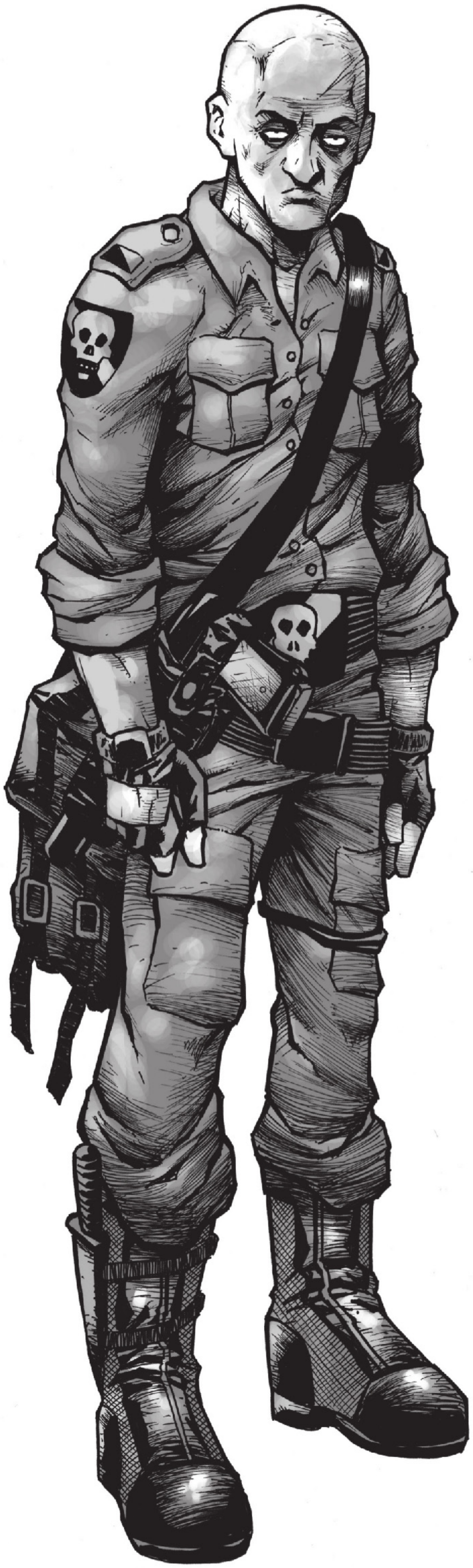
Anthro-Soul Plate is a set of **+2 jousting full plate of light fortification.** As a full round action, the wearer can touch their mirrored breast plate, and saying a short prayer to their animal spirit, activate *superior anthro adaptation*. This ability is useable at will, but has a longer casting time than the norm. Each armor always bestows the same specific gift (s), chosen by the creator at the time of creation and symbolized by the animal spirit within the mirror.

Some Example Gifts and Totems

Note that these are not the only way to 'build' the specified totems. This armor is really limited only by the creator's imagination.

- ***Boar*** Rushing Charge, Tusks
- ***Cheetah*** Sprinter, Sudden Strike
- ***Horse*** Natural Weapons (hooves), Powerful Kick
- ***Lion*** Powerful Build, Hopebringer
- ***Eagle*** Winged Flight

Construction
Requirements Craft Magic Arms and Armor, *limited wish, superior anthro adapation,* creator must be an Anthro, creator must have 5 ranks in Ride
Cost 49,950 gp (DC 31)



ANTI-GHOST JUMPSUIT

Aura faint abjuration or conjuration **CL** 8th
Slot armor **Price** 5,200 gp (DC 24) **Weight** 2 lbs
On worlds plagued by paranormal phenomena caused by the chaotic dimension of Hyperspace intruding on material reality, ghost hunting can be a profitable business. High tech ghost hunters using advanced weapons and working-class ingenuity can be more than a match for most minor haunts.

Anti-Ghost Jumpsuits come in two varieties. Both are loose-fitting coveralls with multiple pockets, a name badge on the breast, and a corporate logo on the sleeve. Most have rubber knee pads and elbow sleeves for comfort. All Anti-Ghost Jumpsuits have an ***Ecto-Comp Specialized Sensor*** built into a watch-like device on the sleeve as a mundane feature.

Brown Anti-Ghost Jumpsuits are a **+1 undead-defiant spacer's jumpsuit**.

Grey Anti-Ghost Jumpsuits are a **+1 deathless spacer's jumpsuit.**

Similar Items

Extreme Anti-Ghost Jumpsuits eschew the drab, practical colors of the lesser jumpsuits in favor of hot 90s-flavored neon hues and bold patterns, often with the wearer's name emblazoned along the length of one pant leg. These more expensive items function as ***+1 deathless, undead-defiant spacers jumpsuits***, and have a purchase price of around 6,500 gp (DC 24).

Construction
Requirements Craft Magic Arms and Armor, either *deathward* or *summon monster I*
Cost 2,600 gp (DC 21)

ANTI-TECH MESH

Aura moderate conjuration **CL** 8th
Slot armor **Price** 36,700 gp (DC 31) **Weight** 5 lbs
This well tailored chainmail tunic is forged from durable carbon fiber rings over a Kevlar undershirt, lacquered a rich, metallic red.

Anti-Tech Mesh is **+1 construct-defiant polychain.** While wearing this armor, enemies do not benefit from high-tech bonuses to hit the wearer, such as from modern targeting systems or cybernetic implants designed to increase accuracy.

Similar Items

Type Zero Anti-Tech Mesh lacks the *machine invisibility* feature, and is simply **+1 construct-defiant polychain**.

It has a purchase price of 5,250gp (DC 24). This cheaper version of the armor is significantly more common.

Construction
Requirements Craft Magic Arms and Armor, *machine invisibility, summon monster I*
Cost 18,350 gp (DC 28)

ANVIL PLATING

Aura moderate transmutation **CL** 7th
Slot armor and shoulders **Price** 36,000 gp (DC 30)
Weight 85 lbs
This heavy-duty steel breast plate is usually painted in bold colors reinforced by heavy metal pauldrons. The bulky, bulkhead-like pauldrons are usually polished chrome over steel. The weight is crushing, and only a superhumanly strong Anvil (or other bulky mutant) can bear up under this two-inch-thick armor plate.

Anvil Plating functions as a **+2 titanic breast plate.** If the wearer is an Anvil, when they activate the armor's *enlarge person* effect, in addition to the standard effects, their racial damage reduction increases to DR 10/-.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Anvil, *enlarge person*
Cost 18,000 gp (DC 28)

APOLLO MISSION SUIT

Aura faint abjuration **CL** 8th
Slot armor **Price** 35,200 gp (DC 30) **Weight** 55 lbs
Sheathed in silvery, heat-insulating armored fabric, this early spacesuit dates back to the early 1960s, to the dawn of the American space program. The aluminum fittings and pressure valves on the chest plate only add to the low-tech appearance, as does the boxy, simplistic helmet.

An Apollo Mission Suit is a **+2 rallying space suit of fire resistance.** An Apollo Mission Suit provides a +4 trait bonus on Pilot checks made to control space craft of any kind; this bonus increases to +8 if you are piloting a starship with either *Basic Computers* or the *Analog Computers* mod *(Warp Speed!)*. When making Craft checks to repair any starship with either computer quality, you can make repairs in half the usual time and gain a +4 competence bonus on the check.

Construction
Requirements Craft Magic Arms and Armor, *jury rig, remove fear, resist energy*
Cost 17,600 gp (DC 28)

AQUACHAIN

Aura faint transmutation **CL** 8th
Slot armor **Price** 10,500 gp (DC 26) **Weight** 3 lbs
The mystical metal forming the gleaming links of this well-made chain shirt are as golden and bright as the scales of a carp. The occult metal is almost weightless in hand, lighter than aluminum, but denser and more protective than titanium.

Aquachain functions as a **+1 chain shirt,** and its unique construction makes it incredibly light. The Aquachain's armor check penalty never applies to Swim checks. While wearing Aquachain, the character gains a Swim speed of 30 ft or improves an existing Swim speed by +30 ft. The character gains a +8 enhancement bonus on Swim checks.

Construction
Requirements Craft Magic Arms and Armor, *touch of the sea*
Cost 5,250 gp (DC 23)

ARMOR KID BREASTPLATE

Aura strong universal **CL** 13th
Slot armor **Price** 13,500 gp (DC 27) **Weight** 25 lbs
Take the chest piece of the famed ***Corporate Avenger Hardsuit***, simplify the control surfaces and minimize a few capabilities and layer a durable black leather jacket over it, and you've got a stylish and effective 'trainer' suit for young powered armor pilots.

The Armor Kid Breastplate functions as a **+2 agile breastplate of light fortification.** The armor provides the wearer with the benefit of a continual *emergency spacesuit* effect.

Weapons
A ***+1 kinetic slam rifle of infinite ammunition*** is built into the chest plate.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, infinite ammunition, limited wish*
Cost 6,750 gp (DC 24)

ARMOR SKIN

Aura moderate conjuration and transmutation **CL** 10th
Slot armor **Price** 62,000 gp (DC 32) **Weight** 5 lbs
This glossy black leather jacket is cut in a futuristic fashion, and has long sleeves that hang down low over the wearer's hands. A stiff, high collar protects the throat and conceals the wearer's lower lips when zipped tight. Angular snap closures on the jacket's breast firmly seal the jacket around the chest.

Armor Skin is a **+4 buff coat.**

Once per day, as a standard action, the wielder can summon a set of flight capable *+1 grade I powered armor* around himself. The armor has a flight speed of 500 ft (good) and has the faceted, ebony lines of a stealth bomber. The armor remains for up to 10 minutes or until the wearer dismisses it.

Construction
Requirements Craft Magic Arms and Armor, *call powered armor, military flight*
Cost 31,000 gp (DC 30)

AUGMENT LEOTARD

Aura strong transmutation **CL** 14th
Slot armor **Price** 96,000 gp (DC 34) **Weight** 1 lb
The inner lining of this revealing armor-fiber leotard releases occult-tech hormones and metabolism enhancers. As soon as the Augment Leotard is donned, the wearer's muscles swell with new vitality, and their body becomes harder, tougher and more defined. The armor re-weaves itself for each individual wearers. For female wearers, the armor covers most of the torso and both arms, but leaves the legs and some of the abdomen or cleavage bare. Male wearers are, ironically, even more revealed, a suddenly hairy chest on full display between suspender-like strips of colorful fabric.

An Augment Leotard is a set of **+3 battle lingerie.** The wearer gains a +6 enhancement bonus to her STR score and a +4 enhancement bonus to her CON score while the Augment Leotard is worn. In addition, the wearer gains Massive Strength as a bonus feat.

Construction
Requirements Craft Magic Arms and Armor, *bear's endurance, bull's strength*
Cost 48,000 gp (DC 31)

BATTLESLUT CORSET

Aura strong abjuration **CL** 12th
Slot armor **Price** 11,300 gp (DC 26) **Weight** 2 lbs
This tightly laced obsidian leather corset exposes the breasts, which are capped by little brass nipple clamps fixed to the glossy leather by short bronze chains. The corset has a brass-fitted leather choker strap that closes tightly at the throat.

The Battleslut Corset is **+2 warding battle lingerie.** When the wearer uses the armor's *warding* property to end a smite, judgment or challenge affecting her, she gains a +2 morale bonus on attack and damage rolls, as well a +2 morale bonus on Bluff and Diplomacy checks against all creatures who placed these effects on her, for one minute.

Construction
Requirements Craft Magic Arms and Armor, *atonement*
Cost 5,650 gp (DC 24)

BATTLETALON BREASTPLATE

Aura moderate psychometabolism **ML** 10th
Slot armor **Price** 37,300 gp (DC 31) **Weight** 25 lbs
The Battletalon Breastplate molds to the wearer's chest like a second skin. This intricately sculpted breastplate mimics human anatomy, resembling the cuirass of a long-ago Roman Legionnaire, rendered in shapememory golden alloy. A polished disk of laser-etched sapphire rests at the base of the wearer's xiphoid process. When the wearer fights, her hands become long, razor-edged talons of the same strange gold.

The Battletalon Breastplate is a **+2 Chromium agile breastplate.** While wearing the Battletalon Breastplate, the wearer may manifest *claws of the beast* as a psychic warrior of her total character level. This power is manifested as if augmented to the greatest degree possible for a psychic warrior of that level.

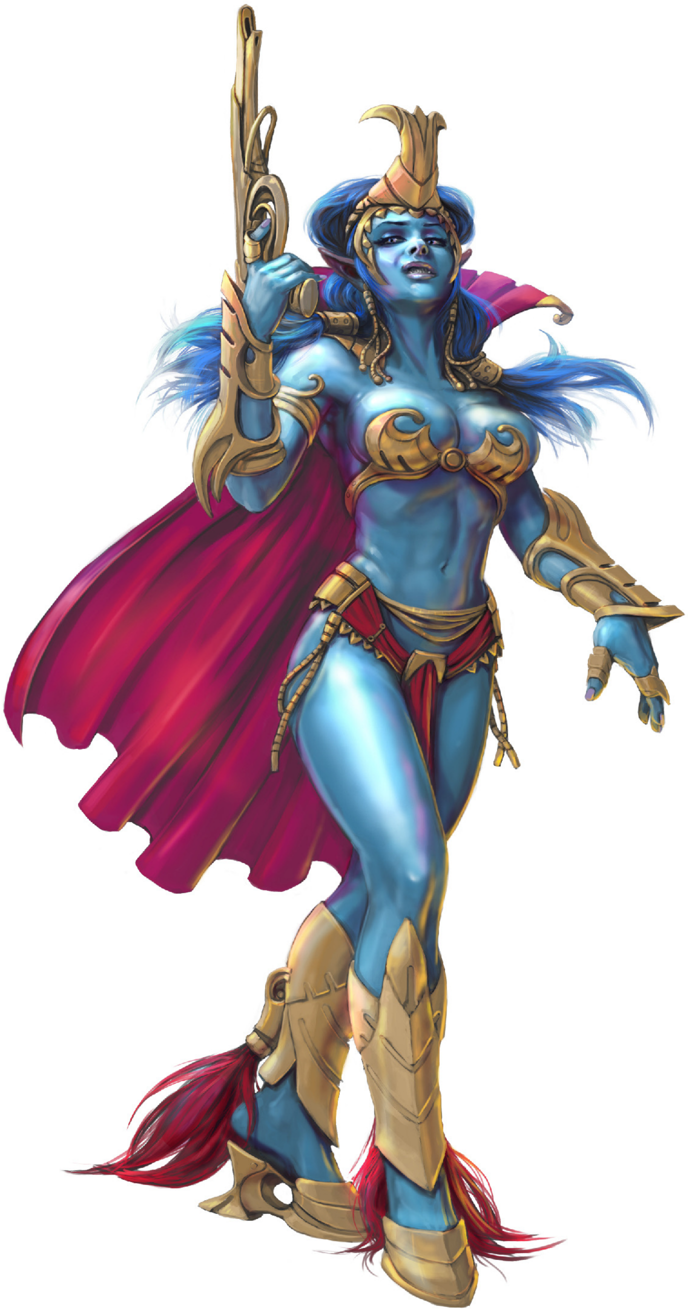
Construction
Requirements Craft Magic Arms and Armor, *claws of the beast*, *masterwork transformation, transmetalization*
Cost 18,650 gp (DC 28)

BIKINI, GOLDEN

Aura faint transmutation **CL** 5th
Slot armor **Price** 7,800 gp (DC 25) **Weight** 1 lb
The breast cups of this daring, alien two-piece are hammered gold etched with spiraling glyphs encircling each sculpted nipple. The gusset of the panties is similarly reinforced with hammered gold, and a long loin cloth made of diaphanous crimson silk dangles between the wearer's shapely thighs.

The Golden Bikini functions as a set of **+1 benevolent, bolstering battle lingerie.** When wielding any weapon with the reach quality, the character increases that weapon's reach by +5 ft.

Construction
Requirements Craft Magic Arms and Armor, *aid, enlarge person, heroism*
Cost 3,900 gp (DC 23)



BIKINI, MERMAID'S TRADITIONAL

Aura moderate transmutation **CL** 9th
Slot armor **Price** 26,500 gp (DC 29) **Weight** negligible
Inspired by cartoons and mermaid folklore, this modern, Lycra, two-piece bikini is accessorized by a pair of shells that adorn the top. The bottom usually includes a belt of cowrie shells. The shells are lacquered in bright, cheerful shades of pink, purple, violet, red and other hot colors. When the wearer calls upon the bikini's magic to adapt to a water-breathing form, the bottom seems to vanish into her transformed body.

A Mermaid's Traditional Bikini functions as **+1 wild battle lingerie,** and it never suffers an armor check penalty on Swim checks. While wearing the Mermaid's Traditional Bikini, the character gains the amphibious special quality. When fully immersed in water, her legs fuse together and transform into a long mermaid's tail. This provides the character with a Swim speed equal to her base landspeed, and a +8 racial bonus on Swim checks.

Similar Items

Some enchanters (especially in *Black Tokyo*) create variants on the Mermaid's Traditional Bikini that are sexier than they are adventurous.

A ***Busty Mermaid's Bikini*** swells the wearer's bosom, and often lacquers the shell cups in rich dark violets or glossy black. A Busty Mermaid's Bikini provides the wearer with the Busty Extreme trait and Mega-Busty feat as long as the armor is worn. The creator must possess this trait and feat, and the purchase price is around 32,500 gp (DC 30).

A ***Pettanko Mermaid's Bikini*** shrinks the wearer's frame and makes her appealingly petite. These shells are usually striped blue and white. A Pettanko Mermaid's Bikini provides the wearer with the Small Breasts Forever and Mega-Pettanko feat as long as the armor is worn. The creator must possess this trait and feat, and the purchase price is around 32,500 (DC 30).

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph,* either *touch of the sea* or *beast shape I* or *anthro adaptation*
Cost 13,250 gp (DC 27)

BIKINI, PLATINUM

Aura moderate abjuration **CL** 9th
Slot armor **Price** 29,500 gp (DC 29) **Weight** 2 lbs
This two-piece combat bikini has angular, diamond plates of polished, silvery xeno-alloys covering each breast. The bikini is designed with Art Deco lines, and is accented by a set of spiked shoulder pauldrons from which a rich sable cape dangles.

A Platinum Bikini functions as a set of **+3 benevolent, rallying battle lingerie.** While the wearer rides any flight capable mount, the mount also gains a +3 enhancement bonus to its Armor Class.

Construction
Requirements Craft Magic Arms and Armor, *aid, remove fear, magic fang*
Cost 14,750 gp (DC 27)

BIKINI, STEEL

Aura faint abjuration and transmutation **CL** 8th
Slot armor **Price** 13,300 gp (DC 27) **Weight** 2 lbs
There's steel in the mix somewhere, but this daring, two-piece combat bikini is an alloy of gold, titanium and several exotic xeno-alloys. The Steel Bikini is accessorized by a pair of flared shoulder pads of the same metals, from which to drape a glittering cape, not to mention jewelry suitable for a queen of space.

The Steel Bikini functions as a set of **+1 brawling, Chromium battle lingerie.** The Steel Bikini provides the wearer with a +2 competence bonus on Ride checks made to control any flying mount.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, masterwork transformation, transmetalization*
Cost 6,650 gp (DC 24)

BIO-MECHANICAL TROUSERS

Aura faint transmutation **CL** 5th
Slot belt and feet **Price** 12,500 gp (DC 26)
Weight 20 lbs (pair)
Overlapping metal bands of occult-tech steel are assembled into a pair of heavy, armored thigh boots with thick, cleated treads. The superb engineering provides surprising flexibility and range of motion. Additional layers of metal, always alloyed in bright colors to contrast the base steel, provide extra protection at the thigh and shin.

Bio-Mechanical Trousers function as **+1 armored leggings.** While wearing Bio-Mechanical Trousers, the wearer's STR score is treated as being +4 greater than normal for determining lifting and carrying capacity. The wearer gains a +4 competence bonus to CMD.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 6,250 gp (DC 24)

BLACK AGENCY CATSUIT

Aura faint transmutation and illusion **CL** 5th
Slot armor **Price** 8,250 gp (DC 25) **Weight** 14 lbs
This tightly fitted leather and Kevlar body sleeve is a mid of matte and gloss segments. Multiple holsters, ammunition pockets and carryalls spread throughout the body make the armor a practical choice for adventurers and secret agents. That's not even taking the zip-down cleavage and the way the leather hugs the contours of the wearer's body into account…

The Black Agency Catsuit is a set of **+2 slick, studded leather of shadow.**

Special: Female wearers gain the benefit of the Super Kawaii feat while the armor is worn, and the armor is considered to have the *Near Nudity* armor property.

Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor, grease, invisibility, silence*
Cost 4,125 gp (DC 23)

BOARD SHORTS, GAMMA

Aura strong transmutation **CL** 18th
Slot belt **Price** 150,000 gp (DC 35) **Weight** negligible
These baggy board shorts are a striking purple accented with starbursts in bold shades of green. While wearing Gamma Board Shorts, the character becomes stronger and gains a body-builder's physique, but becomes short tempered and relatively dimwitted, driven by instinct and childlike emotions.

The wearer gains the Powerful Build racial trait, and becomes noticeably larger. In addition, the wearer receives a +8 enhancement bonus to both his STR and CON scores (as a *belt of physical perfection*), but suffers a -4 penalty to their INT score. The wearer becomes immune to the effects of radiation, and in any area of moderate or greater radioactivity, gains the following additional benefits:

- The wearer is treated as possessing the Power Attack, Cleave and Great Cleave and Improved Sunder feats.
- The wearer gains a +20 competence bonus on Acrobatics checks to jump, and his jumping distance is not limited by height or normal movement allowances.

Construction
Requirements Craft Wondrous Items, *bear's endurance, bull's strength, feeblemind, rage*
Cost 75,000 gp (DC 33)

BOARD SHORTS, IMPULSE

Aura strong transmutation **CL** 12th
Slot belt **Price** 110,000 gp (DC 34) **Weight** negligible
These loosely fitted, nylon board shorts are cherry red accented with silver lightning bolt designs on each thigh. Zippered cargo pockets allow the wearer to carry small accessories, or snacks (lots and lots of snacks) easily without compromising their athletic ability.

While wearing Impulse Board Shorts, the character becomes superhumanly fast. The character gains a +30 ft enhancement bonus to all movement speeds, and gains Run and Up the Walls as bonus feats. While making a full attack, the wearer can take an additional attack at their full attack bonus, and gains a +2 bonus on REF Saves. However, the wearer becomes voracious: the character must eat a full day's ration of food and water every 2 hours or begin to suffer the effects of starvation and dehydration.

Construction
Requirements Craft Wondrous Items, *expeditious retreat, haste*
Cost 55,000 gp (DC 32)

BOARD SHORTS, MORPHIC

Aura strong transmutation **CL** 18th
Slot belt **Price** 216,000 gp (DC 37) **Weight** negligible
These heavy denim board shorts are ripped at the thighs and hang in tatters just above the knees. A heavy wallet chain dangles from the riveted belt loops. While wearing Morphic Board Shorts, the character can physically transform their body, gaining the gross physical properties of nearby materials. Their skin becomes graffiti-covered brick, or burnished steel, or highly flexible, neon plastic or rubber while remaining recognizable and retaining full mobility and grace.

As a standard action, the wearer of Morphic Board Shorts can shift their body to gain new defenses; a transformed state can be maintained for up to 18 minutes per activation or be dismissed as a free action. The wearer cannot change again within 5 minutes of a previous change. The character's appearance chances to reflect a nearby mineral, metal or other object, though this is a mostly cosmetic effect. Each time the wearer changes their form, make a DC 15 Knowledge (physical sciences) check to determine how effective their change is.

The Morphic Board Shorts' wearer gains two of the following qualities each time they change, plus an additional positive quality per five points they beat the Knowledge (physical sciences) check by, to a maximum of four positive qualities if the wearer beats DC 25.

- The wearer gains a +6 natural armor bonus to AC.
- The wearer gains Damage Reduction 5/adamantine.
- The wearer becomes immune to one energy type of choice.
- The wearer gains a +4 inherent bonus to either their STR, DEX or CON scores.
- The wearer becomes lighter and faster, gaining a +10 ft increase to their base land speed.
- The wearer becomes more flexible, gaining +10 ft reach with melee attacks.
- The wearer gains a +10 racial bonus on Stealth checks in the environment where the change occurs.

Each time the wearer changes, they gain one disadvantage from the following list, chosen by the game master. If the Knowledge (physical sciences) check fails, the change still occurs, but the wearer suffers two disadvantages from the following list.

- The wearer suffers a -10 ft decrease to all movement modes.
- The wearer is denied their DEX bonus to AC and becomes flat-footed.
- The wearer gains Vulnerability to one energy type of the gamemaster's choice. (This choice can be made multiple times to gain Vulnerability to multiple energy types.)
- The wearer cannot use skills requiring fine motor control or manual dexterity, such as Heal or Sleight of Hand.

Construction
Requirements Craft Magic Arms and Armor, *polymorph any object*
Cost 108,000 gp (DC 34)

BOUNTY HUNTER'S ARMOR

Aura moderate illusion **CL** 7th
Slot armor **Price** 60,000 gp (DC 32) **Weight** 12 lbs
This fully concealing set of military scout armor includes a fully enclosed helmet, and has been repaired multiple times. Replacement parts, patching and armor plating don't quite match the style or color of the original body armor, giving the suit a rough, battle-hardened look. A voice modulator in the helmet disguises the wearer's voice as completely as the rest of the suit conceals everything else.

Bounty Hunter's Armor is a set of *+3 creeping scout armor.* While wearing this armor, the wearer is treated as being under the effects of a constant *undetectable alignment* spell. In addition, three times per day, the wearer can use *bounty head* to find more information on a specific bounty.

Construction
Requirements Craft Magic Arms and Armor, *bounty head, cat's grace, invisibility, undetectable alignment*
Cost 30,000 gp (DC 30)

BRACER, CLOAKING

Aura moderate illusion **CL** 10th
Slot wrists **Price** 47,000 gp (DC 31) **Weight** 2 lbs
This durable polymer and titanium bracer has a simplified control touchscreen on its underside, allowing the wearer to become invisible with just a touch of an icon.

The Cloaking Bracer is a **+1 bracer.**
Up to three times per day, the wearer can use *greater invisibility* with a duration of up to one minute or until the control is pressed again. The Cloaking Bracer cannot make the wearer invisible within five minutes of a prior activation.

Construction
Requirements Craft Magic Arms and Armor, *greater invisibility*
Cost 23,500 gp (DC 29)

BRACER, HYPER-FLEX

Aura moderate transmutation **CL** 8th
Slot wrists **Price** 3,400 gp (DC 22) **Weight** 2 lbs
This reinforced black leather bracer is studded with inch long chrome spikes, and gives off a rough and ready S&M vibe. However, hidden beneath the leather, an injector system pumps strangely glowing greenish occult-tech mutagens the wearer's veins when the violence gets real.

The Hyper-Flex Bracer is a **+1 bashing bracer.**

If used to make a shield bash, the damage inflicted is piercing due to the spikes, rather than bludgeoning. On any critical hit scored with the Hyper-Flex bracer, the wearer is affected by *bull's strength* for one round.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 1,700 gp (DC 19)

BRAWLER'S WEAR

Aura faint transmutation **CL** 10th
Slot armor **Price** 20,500 gp (DC 28) **Weight** negligible
For women, this outfit consists of a dark spandex sports bra and matching boyshorts, with a strange red glyph between the breasts and another on the hip. For men, the outfit is a set of long ebony spandex shorts with a single glyph worn centered on the waist, at the belt line. In either case, once the Brawler's Wear is donned, the wearer's physique becomes visibly harder and more chiseled. A set of Brawler's Wear switches seamlessly between gender configurations when donned by a new wearer.

Brawler's Wear is a set of **+2 brawling battle lingerie.** Once per day, as an immediate action, the wearer can call upon the armor's magic to gain a +4 enhancement bonus to their STR score for one minute.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 10,250 gp (DC 26)

BRIDGE DRESS

Aura faint divination **CL** 3rd
Slot armor **Price** 2,500 gp (DC 21) **Weight** 2 lbs
This elegant shipboard utility uniform is primarily black, with a color-coded blazon of color across the collar and shoulders corresponding shipboard duty section. It is designed to offer minimal life support capabilities and integrated communications, thanks to nano-machines sewn into the soft fabric. The only downside is that the outfit doesn't offer pockets.

Bridge Dress is a **+1 spacer's jumpsuit.** While wearing Bridge Dress, the wearer gains a +1 competence bonus on Computer Use and Pilot checks, as well as attack rolls with starship mounted weapons. The armor includes an integrated *smartlight palmtop computer* as a mundane accessory.

Construction
Requirements Craft Magic Arms and Armor, *engineer's touch*
Cost 1,250 gp (DC 19)

BRIGHTSTAR CHITIN

Aura moderate transmutation **CL** 10th
Slot armor **Price** 75,000 gp (DC 33) **Weight** 35 lbs
Similar in construction to ***Outer Necklace Chitin,*** this organic plate and mail is a sleek panoply of silver-cyan shell. The Brightstar chitin has a high collar and gorget, and the golden medallion worn at the throat, stamped with an eight pointed star is the only actual metal anywhere in this insect-derived armor. The underside of this mail is impregnated with fragrant pheromone packages, which activate from the body heat of a living wearer.

Brightstar Chitin is a set of **+2 bitter, vermin-defiant full plate.**

While wearing Brightstar Chitin, the wearer's animal companion, familiar or eidolon (or similar bonded creature) becomes more insect-like, undergoing dramatic physical changes including the development of a light chitin exoskeleton, compound eyes and long, insect like antenna, regardless of the creature's natural physiology.

The bonded creature gains the following benefits as long as it remains in the wearer's service:

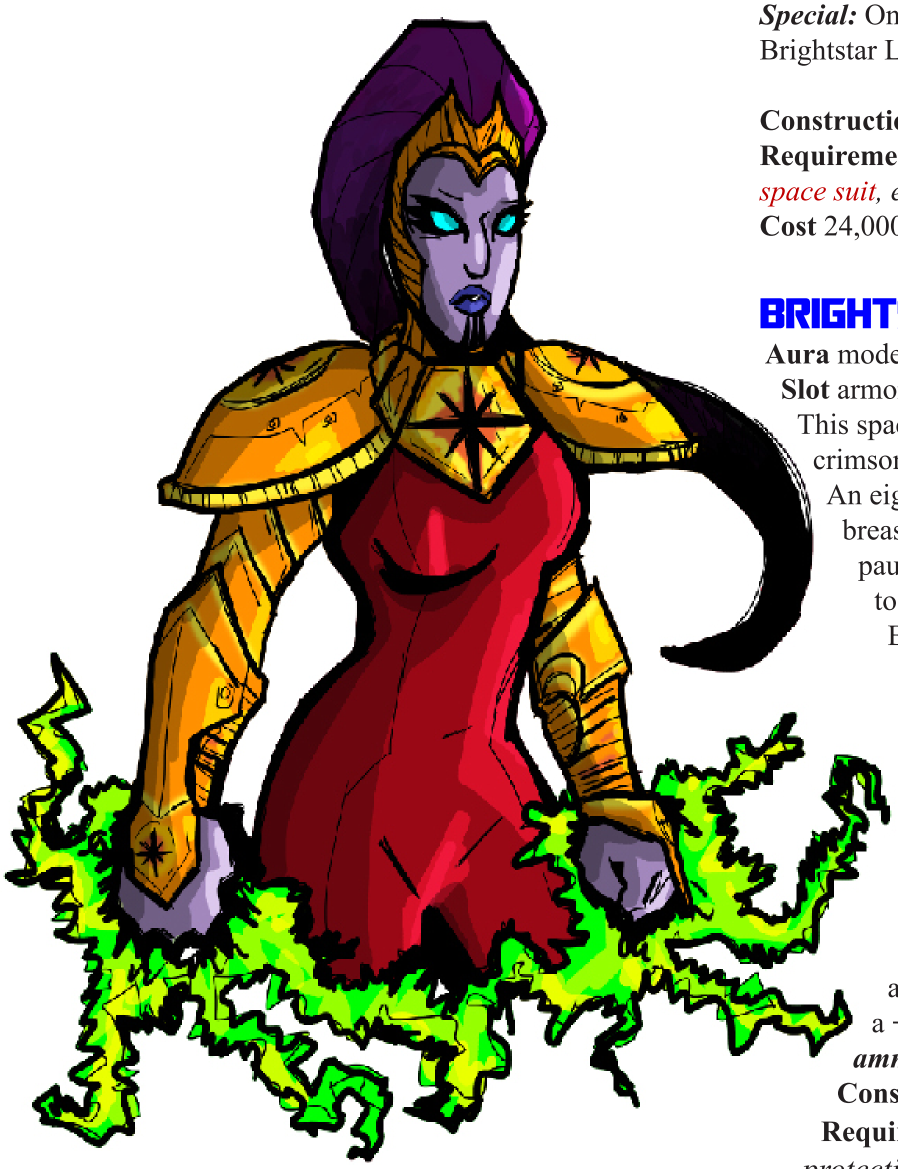
- Gains a +2 natural armor bonus to AC which increases by +1 per 4 HD to a maximum of a +6 bonus.

- Gains a Climb speed equal to the creature's base land speed.
- Gains the *scent* special quality if not present.
- Gains Alertness and Iron Will as bonus feats.
- Increase the FORT Save DC of any poison attack by +2.

The armor's natural and non-metallic construction allows it to be worn by Druids. Designed with superior maneuverability in mind, Brightstar Chitin does not reduce the wearer's base landspeed, and is considered to be Medium, rather than Heavy armor.

Construction

Requirements Craft Magic Arms and Armor, creator must be a Mantid or insectoid Anthro or a similar creature, *polymorph, stinking cloud, summon monster I*
Cost 37,500 gp (DC 30)



BRIGHTSTAR LACE

Aura faint abjuration **CL** 5th
Slot armor **Price** 48,000 gp (DC 31) **Weight** negligible
Woven from light as much as cloth, this dramatically revealing costume is a V of glowing magenta with an 8-pointed golden star that glows starbright just above the join of the wearer's thighs.

The Brightstar Lace acts as **+1 battle lingerie of electricity resistance and fire resistance.** While wearing the Brightstar Lace, the wearer gains Electricity and Fire Resistance 10, and becomes immune to radiation. The wearer is treated as if wearing armor with the *space suit* property.

Special: Only a female wearer can benefit from wearing a Brightstar Lace.

Construction

Requirements Craft Magic Arms and Armor, *emergency space suit, energy resistance*
Cost 24,000 gp (DC 29)

BRIGHTSTAR ORDER SKIN

Aura moderate transmutation **CL** 10th
Slot armor **Price** 41,000 gp (DC 31) **Weight** 3 lbs
This space-worthy set of personal body armor is a rich crimson that is nearly black, like cherries in chocolate. An eight tined golden star glows off centered at the breast, and golden filigree decorates each armored pauldon and clavicle. Such uniforms are common to the Multiverse-spanning justice-seekers of the Brightstar Order.

A Brightstar Order Skin is a set of **+2 champion, righteous action wear.**
Special: If the Brightstar Order Skin is worn with the ***Brightstar Collar*** (*Cosmic Toybox*), the occult-tech golden collar acts as a supercharged power source for the Skin. The Brightstar Order Skin's enhancement bonus increases to *+3*, and the armor gains an integrated energy blast that functions as a ***+2 axiomatic spacer's blaster of infinite ammunition.***

Construction

Requirements Craft Magic Arms and Armor, *protection from evil, righteous might*
Cost 20,500 gp (DC 29)

CASTING ASSIST DRESS

Aura strong evocation **CL** 12th
Slot armor **Price** 114,000 gp (DC 34)
Weight 2 lbs

This elaborate, futuristic educational uniform is a crisp, almost metallic white. The men's uniform consists of pleated slacks, the women's a simple skirt that hangs to just beneath the knee. The top is a zippered blazer with double-breasted color- the white of the Casting Assist Dress is broken by large blocks of black, which resembles circuit diagrams. These panels glow a pale blue when charged with arcane power.

The Casting Assist Dress is a **+3 school uniform.**

Special: The Casting Assist Dress is designed specifically to augment the spellcasting abilities of a Modern Spellcaster. Only a Modern Spellcaster can gain the following additional benefits from this magic item.

While wearing the Casting Assist Dress, a Modern Spellcaster gains a +4 equipment bonus on concentration checks.

By activating the Casting Assist Dress by expending 5 Spell Points, the wearer can allow the Casting Assist Dress to maintain concentration on an ongoing spell for one round; after this period, the caster may resume concentration himself (if duration remains) or allow the spell to lapse. Additionally, by expending 10 Spell Points to activate the dress, the wearer can improve the dress' equipment bonus on concentration checks to +10 for one round.

Finally, the wearer may place up to 20 Spell Points into the Casting Assistance Dress and store them indefinitely, or until retrieved as part of the action of casting a spell, as per the *arcane capacitor* spell.

Construction
Requirements Craft Magic Arms and Armor, creator must be a modern spellcaster, *arcane capacitor*
Cost 57,000 gp (DC 32)

CAT'S EXCELLENCE

Aura strong transmutation **CL** 13th
Slot armor **Price** 154,450 gp (DC 35) **Weight** 55 lbs

This sexy and futuristic leotard is a bold red, accented with silver. The suit is body hugging in just the right ways, and is designed to be worn comfortably by a catgirl, even including a tail hole at the base of the spine. Though it looks like simple athletic attire, the leotard performs all the functions of a full-scale hardsuit at a tiny fraction of the weight…and looks a lot sexier in the process. Occult-tech computers in the leotard read the wearer's DNA and only unlock full functionality when worn by a Nekomusume.

Cat's Excellence is a **+2 brawling sprint suit-III utility bodystocking.** While wearing this armor, the character gains a +4 enhancement bonus to her STR score.

Special: While worn by a Nekomusume or any feline Anthro, the Cat's Excellence is treated as possessing the Space Suit mundane armor quality. The enhancement bonus to her STR score increases to +6.

Weapons
In addition, the Nekomsume wearer gains access to an onboard weapon: a **+1 spacer's blaster** built into a pink crystal energy-projector on the back of the right glove.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, emergency space suit, giant form I*
Cost 77,225 gp (DC 33)

CAT'S SLEEVE

Aura moderate transmutation **CL** 5th
Slot armor **Price** 21,800 gp (DC 29) **Weight** 2 lbs
This body hugging spandex body sleeve is a lot more flexible than you'd assume. The sleeveless body stocking has an orange torso and belly, with bronze leggings. A small ruby brooch is integrated into the zipper pull on the collar.

The Cat's Sleeve is a **+2 brawling second skin.**

Special: If the Cat's Sleeve is worn by an Anthro or other feline creature, such as a Nekomusume, the wielder can benefit from *animalistic dash* up to three times per day while wearing the Cat's Sleeve. In addition, the wearer can benefit from the Omens magical weapon property once per day when making an unarmed strike or natural weapon attack.

Construction
Requirements Craft Magic Arms and Armor, *animalistic dash, anticipate peril, bull's strength, true strike*, creator must be an Anthro
Cost 10,900 gp (DC 26)

CHEM-X POWER DRESS

Aura faint enchantment **CL** 5th
Slot armor **Price** 4,200 gp (DC 23) **Weight** 1 lb
This modest, sleeveless cotton dress is dyed in a single bold color, with a band of black striping the belly.

If worn by a character who has drank Chem-X, the Chem-X Power Dress functions as a **+1 benevolent school uniform.** Otherwise, it functions simply as a masterwork school uniform.

Construction
Requirements Craft Magic Arms and Armor, Craft (alchemical or chemical) 5 ranks, *aid*
Cost 2,100 gp (DC 20)

CHROMIUM IMPACT

Aura moderate transmutation **CL** 8th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 2 lbs
When donned, this gleaming green chrome breastplate fuses to the wearer's body. Their frame becomes noticeably larger, their musculature more defined. Circuit-like tendrils of shining, verdigris metal leak from the breast plate into the flesh.

Chromium Impact is a **+2 Chromium breastplate.** While wearing this armor, the character gains a +4 enhancement bonus to their CON score, and gains the *powerful build* racial trait.

Construction
Requirements Craft Magic Arms and Armor, *bear's endurance, enlarge person, masterwork transformation, transmetalization*
Cost 14,000 gp (DC 27)

CIRCUIT SURGE ARMOR

Aura moderate abjuration **CL** 11th
Slot none **Price** 60,000 gp (DC 32) **Weight** negligible
This gleaming silver armor is an intricate web of printed memory-metal circuits that stretches from the wearer's throat to the ends of their fingers and toes. The armor barely covers genitals and vital areas but reveals most of the wearer's body beneath the metal.

Circuit Surge Armor is treated as a **+1 second skin of improved electrical resistance.** While wearing the armor the wearer can fire a blast of electricity, at will, as an attack action.

- ***Electrical Blast*** – 2d6 electrical – 20/x3 crit – 50 ft range increment

Attackers do not benefit from any form of computer-aided targeting or guidance system when making ranged attacks against a character wearing Circuit Surge Armor.

Construction
Requirements Craft Magic Arms and Armor, *machine invisibility, resist energy*
Cost 30,000 gp (DC 30)

CLOAK, WOVEN SHIELD

Aura moderate abjuration **CL** 10th
Slot cloak (plus shield when active) **Price** 3,400 gp (DC 22) **Weight** 1 lb
These colorful, hand-woven blankets incorporate occult-tech nanotech within the fibers of the goat-hair or wool that comprises them. Bold, angular tribal patterns blaze from this thick blanket. Draped over the wielder's arm,

a luminous forcefield, shaped rather like a traditional Zulu shield, appears to provide comprehensive battlefield protection.

The Woven Shield cloak functions as a **+1 tower shield.** Unlike a traditional tower shield, it can be deployed or un-donned (returning to cloak form) as a swift action. As a force effect, the Woven Shield blocks magic missiles.

Construction
Requirements Craft Magic Arms and Armor, *mage armor*
Cost 1,700 gp (DC 20)

COLONIZER ARMOR

Aura moderate conjuration **CL** 9th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 12 lbs
Most First Wave Colonizers are issued standardized field uniforms that contain everything they might need when venturing into unknown, hostile ecosystems. Colonizer Armor is a deep navy coverall reinforced with silvery-grey hardened polymer plating. The Anthro's megacorporate patron has their crest emblazoned on the breast plate or spinal plating, along with an identifier code unique to each Anthro. The Colonizer Armor allows the Anthro wearer to farther indenture themselves to their megacorp by taking advantage of nano-tech enhanced 'company store'.

Colonizer Armor is **+1 scout armor.**

Special: When Colonizer Armor is worn by an Anthro with the First Wave Colonizer template, its true abilities awaken. At any time, the Anthro can access a 'company store' nano-factory built into the right gauntlet's control panel to conjure a variety of small items. It requires one minute for the armor to produce a small item.

Company Store Features
The armor can produce any of the following

- An MRE sufficient to sustain a Medium creature for one day.
- Small, non-restricted technological items weighing less than 5 lbs (*such as a flashlight, multitool, wrench, smartphone, ect*). The items cannot be magical, unique or not available to the general public.
- Ammunition clips or energy cells for weapons provided by the Anthro's megacorp.

Each time the Anthro accesses the 'company store' the Anthro's indenture total is increased by 50 gp + twice the gp value of the item conjured. Conjured technology bears the creating megacorp's logo and branding. Occasionally the sponsoring megacorp will run 'specials' on particular items, charging significantly less indenture on specific items (particular flavors of MREs, specific hygiene items, toys or luxuries) to encourage additional spending.

Company Protective Features

The Anthro can increase their indenture by +100 gp as an immediate action. Doing so allows the Colonizer Armor to act as ***+4 scout armor*** for one minute.

Company Life Support Features

The Anthro can increase their indenture by +120 gp in order to grant the Colonizer Armor the *space suit* mundane armor property for four hours.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, fabricate*
Cost 14,000 gp (DC 27)

COMMANDO ARMOR

Aura strong illusion **CL** 15th
Slot armor **Price** 54,750 gp (DC 32) **Weight** 25 lbs
This tightly fitted set of matte black Kevlar and genetically modified spidersilk body armor is designed for maximum stealth and silence. The hard armor plates protecting the chest and spinal column are ergonomically designed, as are the carry-all equipment pouches built into the breast plate and hips.

Commando Armor is a **+3 expeditious military ballistic vest of greater shadow.**

Construction
Requirements Craft Magic Arms and Armor, *expeditious retreat, invisibility, silence*
Cost 27,375 gp (DC 29)

CONTACT SUIT

Aura moderate conjuration **CL** 5th
Slot armor **Price** 8,000 gp (DC 25) **Weight** 5 lbs
This durable jumpsuit usually comes in burgundy, blue or shades of grey, and is bloused into a pair of sturdy hiking boots. Starship crew patches cover the breast pocket and sleeves. Multiple pockets and zippered carry-alls are fitted around the suit.

The Contact Suit is a **+1 spacer's jumpsuit.** If the wearer becomes infected with any disease, impregnated by any form of parasite, or if the wearer is slain by any means that will cause him to return a any kind of spawned undead, the jumpsuit changes color around the affected body part.

This provides a +2 circumstance bonus on Heal checks made to assist the Contact Suit's wearer, as long as the treating physician is aware of the significance of the color change. Once per day, the wearer can touch the breast patch on the jumpsuit and benefit from *remove disease.*

Construction
Requirements Craft Magic Arms and Armor, *detect poison, detect undead, remove disease*
Cost 4,000 gp (DC 23)

CYBER-NINJA'S ARMOR

Aura moderate transmutation and abjuration **CL** 10th
Slot armor **Price** 85,000 gp (DC 33) **Weight** 90 lbs
This sleek, matte black and grey set of powered armor is intricately machined with very few large, unbroken armor pieces. Instead, thousands of individual, armored tessarae work together to provide both defense and unimpeded mobility. The helmet is fully enclosed with a slender optics band providing a full-spectrum view of the outside world, but reveals nothing about the wearer's race, gender or even species. The aerodynamic helmet includes a voice-changer system for even greater anonymity.

The Cyber-Ninja's Armor is a set of **+2 creeping grade-I powered armor of improved shadow.** While wearing the Cyber-Ninja's Armor, the character gains a +10 competence bonus on Stealth and Acrobatics checks made to jump, and the armor's check penalty does not apply to either of these skills. While wearing this armor, the character is under the effects of a constant *non-detection* spell.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, jump, non-detection, silence*
Cost 42,500 gp (DC 31)

DAREDEVIL'S JUMPSUIT

Aura strong abjuration **CL** 13th
Slot armor, head and hands **Price** 22,125 gp (DC 29)
Weight 5 lbs
This extensively modified Spacer's Jumpsuit is made of fire and impact resistant fibers, and dyed in an eye catching red, white and blue motif. Patriotic stars, recalling the Old Earth American nation decorate the breast and shoulders; a light pilot's helmet and heavy leather gloves, all decorated in a similar style, completes the outfit.

The Daredevil's Jumpsuit is a **+1 light fortification spacer's jumpsuit of fire resistance.** While wearing the Daredevil's Jumpsuit, you receive a +4 luck bonus on Acrobatics and Drive checks.

Construction
Requirements Craft Magic Arms and Armor, *limited wish, resist energy*
Cost 11,063 gp (DC 26)

DASHIKI, MEDICOAKE

Aura strong transmutation **CL** 11th
Slot body **Price** 36,400 gp (DC 30) **Weight** 1-2 lbs
This elegant brown dashiki is woven with zig-zagging white and golden vertical lines. Though the dashiki looks like supple linen, it is truly an advanced, polymer-based wearable computer that's sterile to surgical clean-room standards. The surgeons and med-priestesses of the Afro-Futurist Medicoake colony wear this long dashiki in their daily work.

While wearing the Medicoake Dashiki, the character can perceive any diseases, poisons or afflictions affecting a target as an aura visible only to them, granting a +10 insight bonus on all Heal checks made to assist that creature. The wearer is under the effects of a constant *deathwatch* spell.

Once per day, the wearer can touch a living creature with cybernetic implants and use *reinvent humanity* to transform any or all of those implants into new heritable, biological traits.

Construction
Requirements Craft Wondrous Items, *death watch, reinvent humanity, remove disease*
Cost 18,200 gp (DC 28)

DASHIKI, NEW KINGSTON

Aura faint good **CL** 5th
Slot body **Price** 9,500 gp (DC 25) **Weight** 1-2 lbs
The Rastafarian spellslingers of the New Kingston colony often adopt this eye-catchingly colorful red, gold and green dashiki as their working uniform. The New Kingston Dashiki is comfortable to wear and enhances the type of magic most celebrated by the citizens of New Kingston-positive magic of plants, lions and courage.

While wearing the New Kingston Dashiki, any Summoning spell or spell-like ability that summons either a creature of the *Plant* type, or *Animals* or *Magical Beasts* with feline or lion-like characteristics has its duration increased to one hour/level. Spells with Cure in their name have their numerical effects maximized when cast by the wearer.

Special: Evil spellcasters wearing the New Kingston Dashkiki gain a permanent negative level that cannot be removed while the item is worn.

Construction
Requirements Craft Wondrous Items, creator must be any good alignment, and most possess the Extend Spell and Maximize Spell feats
Cost 4,750 gp (DC 23)

DASHIKI, SOLDIER'S

Aura moderate transmutation **CL** 10th
Slot body **Price** 12,000 gp (DC 26) **Weight** 1-2 lbs
This dashiki is mostly black with slender red and green striping at the edges. The dark cloak is a symbol of membership in an elite Afro-Futurist military unit or mercenary squad.

While wearing the Soldier's Dashiki, the wearer can train or meditate with a chosen weapon for at least 4 hours in order to gain *Weapon Focus* and *Weapon Specialization* with that weapon type. The feats granted remain the same each time the Soldier's Dashiki is donned, until the wearer takes at least four hours to attune with another weapon type again.
Construction
Requirements Craft Wondrous Items, creator must have a BAB 5+ and be proficient with martial weapons
Cost 6,000 gp (DC 24)

DATADRESS

Aura faint abjuration **CL** 3rd
Slot armor **Price** 41,000 gp (DC 31) **Weight** negligible
The Datadress is an expertly tailored, stunningly sexy neon-bright synthetic party dress- the epitome of futuristic club fashion. A faint electromagnetic aura surrounds the Datadress at all times, interacting with the planetary data-sphere and occasionally activating holo-windows either on the smart-fiber surface of the dress or in the air nearby; the Datadress glows with its own bright, internal luminescence.

The Datadress is a **+1 school uniform of force and sonic resistance.**

The Datadress includes an integrated +3 palmtop computer and provides a +4 competence bonus on Perform (dance, sing) checks. The wearer is considered to have Weapon Focus (microphone) while wearing the Datadress.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 20,500 gp (DC 29)

DEAD ASTRONAUT'S SUIT

Aura strong necromancy **CL** 17th
Slot armor **Price** 290,000 gp (DC 38) **Weight** 50 lbs
When this first generation orange, and grey space suit is worn, it ages noticeably, vast rips and tears appearing on its surface, though its protective and life support qualities are unchanged. When on the rack, this suit looks like any other space suit. When the wearer lowers and seals the golden visor, they become a ghoulish living corpse, desiccated by vacuum. Their appearance changes horribly, becoming necrotic and rotted, as if they'd been dead and rotting for months inside the sealed suit. The

The Dead Astronaut's Suit is a +2 ghosttouch space suit. As a standard action, the wearer can seal or unseal the visor. When the visor is sealed, the wearer is treated as being under the effects of *undead anatomy III.*

In the undead state, the wearer gains Darkvision 500 ft and receives a +4 enhancement bonus to STR. The wearer gains the ability to inflict 1d4 points of temporary CON drain with a successful melee touch attack. Each point of CON drained heals the Dead Astronaut Suit's wearer for 5 HP.

Construction
Requirements Craft Magic Arms and Armor, *Etherealness*, *Undead Anatomy IV*
Cost 145,000 gp (DC 35)

DEADMAN ARMOR

Aura faint abjuration **CL** 5th
Slot none **Price** 5,500 gp (DC 23) **Weight** 30 lbs
Deadman Armor is intimidating, matte black tactical body armor with a rib-cage like motif picked out in reflective silver/white thread on the chest plate, and accessorized with a skull-like balaclava and mirrored black googles.

Deadman Armor is a **+1 military tactical vest.** While wearing Deadman Armor, the character gains a +5 competence bonus on Intimidate checks.

Construction
Requirements Craft Magic Arms and Armor, *mage armor or shield of faith*
Cost 2,750 gp (DC 21)

DEAD SHELL

Aura moderate conjuration **CL** 10th
Slot armor **Price** 53,000 gp (DC 31) **Weight** 30 lbs
Issued only to high-ranking military officers and legendary special forces heroes, this set of heavy tactical body armor is a cold black. The face-concealing helmet is designed and painted to resemble a white or silver skull with mirrored

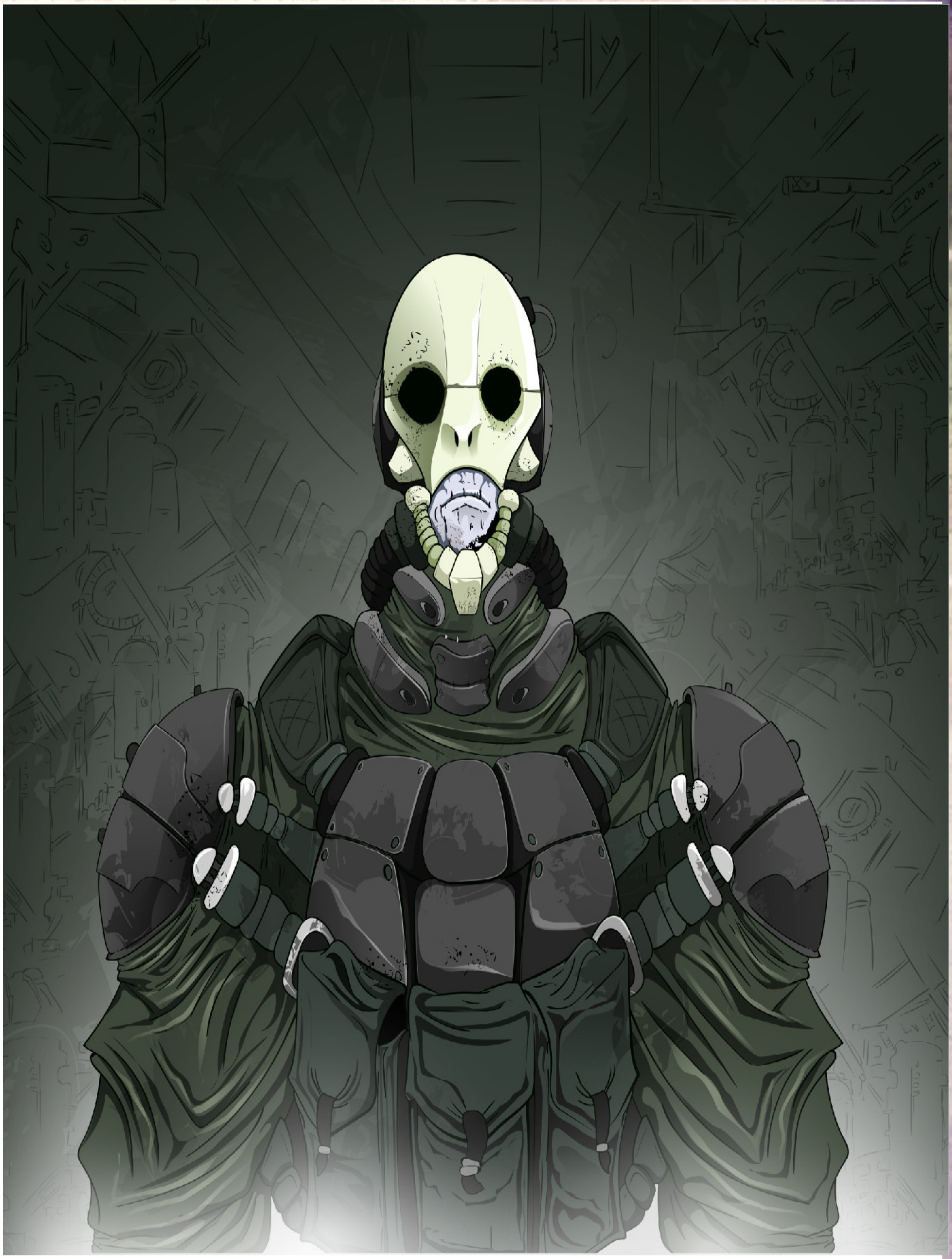
eye sockets. Matching accents on the armor's breast plate and bracers resemble ribs and tiba, adding to the armor's stylized skeletal motif.

The Dead Shell is a **+2 deathless mass production tactical body armor of determination.** While wearing the Dead Shell, the character gains a +10 competence bonus on Intimidate checks.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, deathward*
Cost 26,500 gp (DC 29)

DEADWING SHELL

Aura moderate conjuration
CL 15th
Slot armor **Price** 250,000 gp (DC 37) **Weight** 175 lbs
The Deadwing Shell is of the same design legacy as the Deadman Armor and Dead Shell but is far more expensive and far more restricted in its battlefield use. The Deadwing Shell's skeletal motif is far more extensive, with silver/white detailing resembling a naked spinal column, pelvis and leg bones. A heavy thruster pack built into the spinal plating thrums and throbs with gravity warping power. These powerful suits of occult-tech powered armor are used as close air support with deadly results.



The Deadwing Shell is a set of **+4 deathless grade II powered armor of determination.** The Deadwing Shell provides the wearer with a 300 ft flight speed (good) with a +15 bonus on Fly checks.

Weapons

The Deadwing Shell is equipped with a set of *+1 wrist rockets of infinite ammunition* built into the shoulders, and an integrated *+3 sniper railgun of infinite ammunition* as a main gun. The weapon is connected to the armor by a black chrome power supply cord.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, deathward, infinite ammunition* (for integrated weapons), *military flight*
Cost 125,000 gp (DC 35)

DEPLOYER'S AEGIS

Aura strong conjuration **CL** 13th
Slot armor **Price** 138,500 gp (DC 35)
Weight 30 lbs (Medium)
Deployer's Aegises are highly prized by Battlechanger Summoners. The sight of a Summoner wearing this gleaming chrome breastplate with its squared crystalline centerpiece, like a window to the robotic mage's innermost

workings, is an iconic vision of the Great War. The metallic portions of the armor are angular, and often painted in bright primary colors: steely blue among the Tyrakrons and brick red for Freegear Summoners are popular choices.

The Deployer's Aegis is a **+1 trans-scaling breastplate.** While worn by a creature with the Battlechanger subtype, the wearer gains the Deployer magic trait, as well *Augment Summoning* as a bonus feat. The arcane spell failure chance of the Deployer's Aegis never applies to spells of the *conjuration* school.

Construction
Requirements Craft Magic Arms and Armor, *BFG, lesser planar binding*, *limited wish,* creator must be a Battlechanger
Cost 69,250 gp (DC 33)

DETECTIVE'S SUIT

Aura moderate divination **CL** 5th
Slot armor **Price** 17,650 gp (DC 28) **Weight** 2 lbs
This somber black, double-breasted suit is cut in a funeral style. Heavy brass buttons on the front and multiple brass cufflinks are polished bright against the heavy, ebony wool.

The Detective's Suit is considered **+2 cloth armor,** though it is treated as a school uniform for the purposes of magical accessories**.** While wearing the detective's suit, the character receives a +4 bonus on Perception checks made to find forensic evidence of a crime; he is entitled to make Perception checks any time he merely comes within 10 ft of a potential clue, as if actively searching.

Once per day, the wearer can use *Zone of Truth,* but this spell can only be triggered in a specific area that must be connected to law enforcement. For example, the wearer could trigger this ability in a particular interrogation room or detective's office, a particular prison cell or the like. The particular location is specified when the Detective's Suit is first enchanted, and cannot thereafter be changed. The location is known to the wearer by a small tag sewn into the inside breast pocket.

Construction
Requirements Craft Magic Arms and Armor, *detect thoughts, zone of truth*
Cost 8,825 gp (DC 25)

THE DEVIL'S FUR COAT

Aura strong transmutation **CL** 10th
Slot armor **Price** 67,000 gp (DC 33) **Weight** 15 lbs
This decadent and rich dog-skin coat gleams like ivory, and is a truly sadistic master piece. Some versions of this coat are sewn from the pelts of hundreds of ordinary dogs, while others are tanned from the hides of exceptionally beautiful Anthros murdered from their skin.

A Devil's Fur Coat is a **+3 unrighteous decadent fur.** Once per day, the wearer can summon *Hell's Charger* as a full round action. This vehicle remains in existence for up to 10 hours, or until destroyed. If destroyed, Hell's Charger always reappears with full HP when next summoned. Hell's Charger takes the form of an archaic roadster, of vaguely sinister style, which resembles the roadsters of the Gilded Age. The vehicle has a threatening black and vermillion paint job, and leather seats covered in dog-hide.

HELL'S CHARGER

Huge Land Vehicle
Cost -
Squares 4 (10 ft x 10 ft)
AC 8 (-2 size) **Hardness** 16 **HP** 52
Base Save +3

Offense
Maximum Speed 500 ft
Non-Combat Speed 120+ mph
Acceleration 150 ft
Propulsion infernal engine
Driving Check Drive
Driving Space right forward square
Forward Facing forward of the passenger compartment
Decks 1

Construction
Requirements Craft Magic Arms and Armor, creator must be evil, *ghost chassis*, *righteous might*
Cost 33,500 gp (DC 31)

DISCO DAZZLER JUMPSUIT

Aura moderate abjuration **CL** 8th
Slot armor **Price** 32,000 gp (DC 30) **Weight** 1 lb
This silvery rayon one-piece jumpsuit has wide bellbottoms so you can easily slip your ten inch platform heels on and off. It's usually worn unzipped to the navel, either showing off some spectacular cleavage or else a hairy chest Burt Reynolds would envy. This jumpsuit sparkles like a disco ball at high noon.

The Disco Dazzler Jumpsuit is a **+2 rivaling, mirrored spacer's jumpsuit.** While wearing the Disco Dazzler Jumpsuit, you gain a +4 enchantment bonus to your DEX score.

Construction
Requirements Craft Magic Arms and Armor, cat's grace, musical warrior, spell turning
Cost 16,000 gp (DC 28)

DRIFT PLATE

Aura moderate transmutation **CL** 9th
Slot armor **Price** 37,500 gp (DC 30) **Weight** 30 lbs (medium)
In robot mode, this armor forms a sleek, armored cuirass that fits tightly to the Battlechanger's torso, usually emblazoned with high end after-market parts factory logos. In vehicle mode, the Drift Plate forms part of the vehicle's under carriage and is equipped with tiny yet powerful pneumatic maneuvering verniers and free rolling wheels. Usually, a neon undercarriage deco package is added to the Drift Plate to add some tuner style to vehicle mode.

Drift Plate is a **+2 trans-scaling, wild, agile breastplate.** While wearing Drift Plate, the Battlechanger gains a +5 competence bonus on Acrobatics and Drive checks while in alt-mode, and gains a +2 bonus on REF Saves in alt-mode. Drift Plate remains functional when the wearer is in alt-mode, and does not impede the transformation process.

Special: Only Battlechangers with at least one wheeled, vehicular alt-mode can wear Drift Plate.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, BFG, canny effort, cat's grace,* creator must be a Battlechanger
Cost 18,750 gp (DC 28)

DROID FORCE BREAST PLATE

Aura faint transmutation **CL** 10th
Slot armor **Price** 69,000 gp (DC 33) **Weight** 30 lbs
This bulky, box-like breast plate has an exposed control panel consisting of wide, flat control disks, a set of mag-tape reels and a line-up of flashing indicator lights that flash and beep in complex sequences. A thin metallic nameplate riveted to the armor spells out the words Droid Force in the precise, laser-cut glyphs of the Tech-EM language.

The Droid Force Breast Plate is a **+2 blow-off breastplate.** While wearing the Droid Force Breast Plate, the character is under a constant *robotic logic* effect: they receive a +2 enhancement bonus to INT, become immune to mind-affecting abilities, gain a +4 WILL Saves vs illusions, but they cannot use any CHA based skills.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger or Star Droid, *break, robotic logic*
Cost 34,500 gp (DC 30)

DUELIST'S BLOUSE

Aura moderate **CL** 9th
Slot armor **Price** 7,400 gp (DC 25) **Weight** 3 lbs
The flowing silk of this billowing shirt is white as polished ivory. A heavy auburn leather pauldron protects the wearer's off-shoulder and bicep. Cultureborn warriors wearing this ceremonial armor prefer the silk red as spilt blood, and the leather black as shadow.

The Duelist's Blouse is a **+3 expeditious silken ceremonial armor.** Any slashing weapon wielded by the wearer has its critical threat range increased by one.

Construction
Requirements Craft Magic Arms and Armor, *expeditious retreat, keen edge*
Cost 3,700 gp (DC 22)

DUELING MAIL

Aura strong abjuration **CL** 10th
Slot none **Price** 132,000 gp (DC 35) **Weight** 5 lbs
Dueling Mail is a navy, non-metallic chainmail hauberk worn over an armored spidersilk undersuit, accessorized with hard polymer bracers, greaves and a codpiece. Comfortable and easy to move in, Dueling Mail is a favorite armor for assassins, fencers and knife specialists.

Dueling Mail is **+4 polychain.**
While wearing the Dueling Mail, the character becomes immune to Slashing damage. Any weapon the character wields that deals Slashing damage gains the *keen* magical weapon property.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, stoneskin*
Cost 66,000 gp (DC 32)

EMULATOR EXO-CORE

Aura strong transmutation **CL** 16th
Slot armor and helmet **Price** 265,000 gp (DC 37) **Weight** 250 lbs (Medium)
This advanced set of modular powered armor is a favorite of Emulator Battlechangers, an external equalizer that gives these relatively simple mechanoids capabilities possessed by more powerful Battlechanger tribes. An Emulator Exo-Core is an exceptionally bulky set of armor which heavily resembles a futuristic space fighter crudely folded into a set

of body armor. The armor's pyramidical helm resembles a miniature cockpit, thrust forward from the body of the aircraft, a scale-model control center visible on helmet's dorsal side. The aircraft's wings are reconfigured into shoulder mounted wings allowing flight in robot mode.

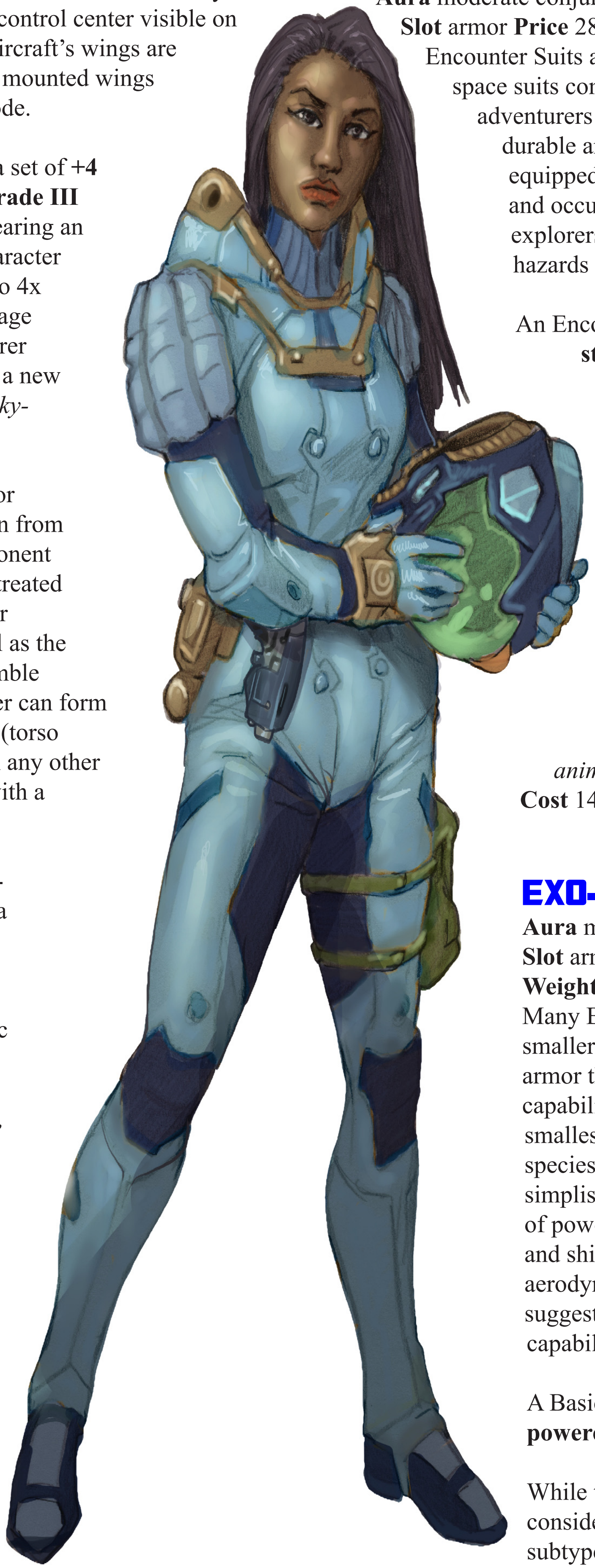
An Emulator Exo-Core is a set of **+4 blow-off, trans-scaling Grade III powered armor.** While wearing an Emulator-Exo Core the character gains a flight speed equal to 4x their base land speed (average maneuverability). The wearer gains the ability to assume a new alt-mode, at will: a *Huge Sky-Fighter.*

While wearing the Emulator Exo-Core, the wearer is can from the torso and central component of a gestalt. The wearer is treated as possessing the Combiner Component gadget, as well as the Combiner Alpha and Scramble Combiner traits. The wearer can form the controlling component (torso and head) of a Gestalt with any other Battlechangers equipped with a Combiner Component.

Special: An Emulator Exo-Core can only be worn by a Battlechanger.

Construction Requirements Craft Magic Arms and Armor, creator must be an Emulator Battlechanger, *BFG, break, gestalt oath, military flight*

Cost 132,500 gp (DC 35)



ENCOUNTER SUIT

Aura moderate conjuration **CL** 7th
Slot armor **Price** 28,400 gp (DC 29) **Weight** 35 lbs

Encounter Suits are well-designed, brightly colored space suits common among explorers and adventurers heading into the unknown. These durable and practical light space suits are equipped with a wide array of capabilities and occult-tech defenses, designed to keep explorers alive in the face of unknown hazards and unexplored, alien ecosystems.

An Encounter Suit is a **+2 bolstering, stanching advanced space suit.** While wearing an Encounter Suit, the character is treated as being under a permanent *hide from animals* effect. In addition, the wearer gains a +2 competence bonus on the following skills: Heal, Perception, Survival.

Construction Requirements Craft Magic Arms and Armor, *cure critical wounds, heroism, hide from animals, owl's wisdom*

Cost 14,200 gp (DC 27)

EXO-SUIT, BASIC

Aura moderate transmutation **CL** 5th
Slot armor **Price** 45,000 gp (DC 31)
Weight 80 lbs

Many Battlechangers provide their smaller, humanoid allies with powered armor that approximates Battlechanger capabilities (at least the capabilities of the smallest, least powerful members of the species). These exo-suits are usually fairly simplistic and pragmatically designed sets of powered armor, with only the shoulder and shin mounted wheels and some mildly aerodynamic styling on parts of the chassis suggesting they possess transformation capabilities.

A Basic Exo-Suit functions as **+1 grade-I powered armor.**

While the armor is worn, the wearer is considered to have the Battlechanger subtype and can transform into a simplistic alt-mode. This alt-mode functions as a *ground mover* of the same size category as the wearer. This alt-mode has no additional cargo capability and lacks the *freeze* special quality since it basically looks like a transformed set of body armor rather than a 'real' vehicle. The Basic Exo-Suit's transformation scheme is so simplified (basically involving the wearer lying on his or her belly and tensing their limbs) it is not harmful to the humanoid wearer and can be maintained practically indefinitely.

Construction
Requirements Craft Magic Arms and Armor, *metamorphic adaptation*
Cost 22,500 gp (DC 29)

EXO-SUIT, COMBAT

Aura moderate transmutation **CL** 6th
Slot armor **Price** 51,000 gp (DC 32) **Weight** 80 lbs
This slightly more rugged and aggressively designed iteration of the exo-suit is designed for frontline combat, not simply life-support and mobility enhancement.

A Combat Exo-Suit function as **+2 grade-II powered armor.**

The Combat Exo-Suit can transform into a simplistic alt-mode in the same manner as a Basic Exo-Suit, save this alt-mode is either a *sky fighter* or *ground fighter*, chosen by the creator when the armor is first assembled.

Weapons

The Combat Exo-Suit is fitted with a gauntlet-mounted ***+2 plasma rifle of infinite ammunition.*** This weapon is usable in both humanoid form and in alt-mode.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, metamorphic adaptation*
Cost 25,500 gp (DC 29)

FUR SUIT

Aura strong transmutation **CL** 13th
Slot head and armor **Price** 35,000 gp (DC 30) **Weight** 5 lbs
For those dreaming of the virility, grace and physical gifts of the Anthro species, occult tailors and armorers can create bespoke and highly convincing fur suits. A well-made fur suit transforms an ordinary humanoid into a fairly convincing imitation of an Anthro thanks to theatrical flourishes, cunningly articulated jaw and faux-tongue, jointed false eyes and other puppet-like articulations. Dressed in a Fur Suit, the wearer is almost an Anthro!

Statistically, a Fur Suit functions as **+3 benevolent battle lingerie**, save that it also occupies the *head* magic item slot.

(Designer's Note: Battle lingerie was chosen as the armor's base because like a custom-fitted Fur Suit, it is expensive, inherently seductive and hard to move in. If you don't want the connotations, use *leather armor* as a base instead.)

While wearing a Fur Suit, the character gains Darkvision 60 ft and the Scent racial quality, if they lack these traits. The wearer gains two additional Gifts of Nature chosen by the creator when the armor is first constructed. While wearing the Fur Suit, the character is treated as possessing the Anthro subtype.

Special: The Fur Suit is merely considered masterwork battle lingerie if worn by a creature who already possesses the Anthro subtype.

Construction
Requirements Craft Magic Arms and Armor, Craft (visual arts) 5 ranks, a*id, superior Anthro adaptation, limited wish* or *polymorph*
Cost 17,500 gp (DC 28)

FURS, CHANTEUSE'S

Aura faint transmutation **CL** 4th
Slot armor **Price** 9,250 gp (DC 25) **Weight** 8 lbs
This long and elegant coat boasts fine, silky gold and auburn fur for most of its length, with a bushy collar of striped orange and gold striped fur that encircles the wearer's head like spectacular, fashionable flames.

Chanteuse's Furs are a set of **+1 slick decadent furs.** While wearing Chanteuse's Furs, the character receives a +5 competence bonus on Perform (sing) checks.

Construction
Requirements Craft Magic Arms and Armor, *grease, play instrument*
Cost 4,625 gp (DC 23)

FURS, GLAMOROUS

Aura moderate psychokinesis **ML** 18th
Slot armor **Price** 74,600 gp (DC 33) **Weight** 8 lbs
This elegant, floor-length fur coat is softest, gleaming platinum.

Glamorous Furs are **+5 mindarmor decadent furs.** The wearer gains the Sexy Psion trait and the Sexy Psionic Augmentation feat while the Glamorous Furs are worn.
Construction
Requirements Craft Magic Arms and Armor, Sexy Psionic Augmentation, *empty mind*
Cost 37,300 gp (DC 31)

FURS, SCORNFUL

Aura moderate abjuration **CL** 7th
Slot armor **Price** 47,500 gp (DC 31) **Weight** 8 lbs
This luxuriant fur coat is made from only the finest peach-hued fur from the *Aqualonian mezel-vole.* Soft and supple, the Scornful Fur is incredibly glamorous and always fashionable.

Scornful Furs are a set of **+1 decadent furs of improved pleasure resistance**. They absorb the first 20 points of Pleasure damage per attack.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 23,750 gp (DC 29)

FUTUREWAR BATTLE DRESS

Aura moderate conjuration **CL** 7th
Slot armor **Price** 16,850 gp (DC 28) **Weight** 5 lbs
This supple personal body armor consists of a light pseudomuscle underlayer to enhance strength and endurance, with layered outer layers consisting of Kevlar armor weave sheath and composite hard armor plating over vital organs. The battle dress is available in a variety of camo patterns, and is usually found in desert or light urban camo.

FutureWar Battle Dress is a **+2 poison-resistant, pseudomuscle-II utility bodystocking.** The armor provides the wearer with a +4 competence bonus on Stealth and Survival checks in a specific terrain type, chosen when the armor is manufactured. Once chosen, this selection cannot be changed, and corresponds to the battle dress' camo pattern.

Construction
Requirements Craft Magic Arms and Armor, *neutralize poison*
Cost 8,425 gp (DC 25)

FUTURE WEAR

Aura faint divination **CL** 2nd
Slot armor **Price** 3,500 gp (DC 22) **Weight** 2 lbs
These sleek, futuristic business suits come in a variety of styles, but all include a variety of integrated sub-systems, both conventional and occult-based. Future Wear is extremely useful and extremely ubiquitous.

Future Wear is a **+1 school uniform.**
Future Wear includes a built-in *palmtop computer* as a mundane accessory. In addition, a small detector jewel on one lapel (or built into a cufflink) begins chiming and glows faintly in the presence of radiation, with the glow and audible alarm growing louder and brighter the closer or more intense the radiation source is.

Finally, Future Wear provides a +1 competence bonus on any three of the following skills, the exact combination of which is set by the creator at the time the Future Wear is crafted.

- Craft (any one)
- Computer Use
- Disable Device
- Drive
- Knowledge (local, nature, physical sciences, technology)
- Pilot
- Profession (one white-collar or tech-focused occupation, of choice)
- Survival

Construction
Requirements Craft Magic Arms and Armor, *dataread, detect radiation, hacker spark*
Cost 1,750 gp (DC 20)

GENESIS PLATE, ARGENT

Aura moderate abjuration and conjuration **CL** 10th
Slot armor **Price** 92,000 gp (DC 33) **Weight** 55 lbs
Though non-powered, this gleaming, highly-reflective silver platemail has a dim intelligence forged into the metal. Argent Genesis Plate is forged in imitation of the human form, with sharper and more angular cladding at the breast, shins and greaves. The helmet is a nearly featureless steel cube broken only by a slender, silted visor that gleams with crimson light.

Argent Genesis Plate is **+3 shapeshifter-defiant agile half-plate of determination.**

Weapons

The glowing crimson visor built into the armor's helm fires narrow beams of blood-red light that function as a **+1 phase locking spacer's blaster of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, creator must have either Awakened Heritage (Genesis) or Battlechanger subtype, *breath of life, dimensional anchor, infinite ammunition, summon monster I*
Cost 46,000 gp (DC 31)

GENESIS PLATE, MIDNIGHT

Aura moderate conjuration **CL** 10th
Slot armor **Price** 250,000 gp (DC 37) **Weight** 50 lbs
Forged from a midnight blue alloy accented by gemlike, crimson detailing on the chest-plate that seems to glow with its own internal light, Midnight Genesis Plate is a masterpiece of occult blacksmithing. Though non-powered, the metal has a life and rudimentary sentience of its own. The armor's fully enclosed great helm is forged from the same luminous cardinal crystal-steel that accents the breastplate. Three tall crystal-steel tines rise from the helm. Two enormous, turbine-like flight fans rise from the armor's shoulder cladding, directly behind the wearer's helm.

Midnight Genesis Plate is **+5 champion full plate of determination.** While wearing the armor, a creature with either the Awakened Heritage (Genesis) feat or the Battlechanger subtype gains a Flight speed equal to four times his base landspeed (average maneuverability).

Weapons

The right gauntlet of the Genesis Plate includes a glowing crimson glyph, written in a language that predates the universe. This glyph can project beams of light that function as a **+1 spacer's blaster of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, creator must have either Awakened Heritage (Genesis) or Battlechanger subtype, *breath of life, infinite ammunition, magic missile, military flight*
Cost 125,000 gp (DC 35)

GIRL'S ARMOR

Aura faint transmutation **CL** 6th
Slot armor **Price** 14,450 gp (DC 27) **Weight** negligible
This light spandex body stocking is mostly white with hot pink detailing, gauntlets, boots and collar. Sometimes a stereotypically feminine motif, like a heart, musical note or other glyph is worn on the breast and sleeve. Some versions of the armor substitute a warm color like yellow, gold or orange for the pink.
Girl's Armor is a **+2 second skin.**
While wearing Girl's Armor, the wearer becomes more stereotypically feminine, in a way that not only enhances their natural aptitudes but provides a solid defensive benefit.

The character becomes proficient in all one handed simple and martial ranged weapons, and with the following melee weapons, if not already so: dagger, sai, nunchucks, quarterstaff, as well as similar weapons to these, such as combat balanced daggers or a collapsible staff.

She is treated as if she possessed the following feats: Combat Expertise, Defensive Martial Arts, Dodge, Improved Disarm. The character gains a +4 competence bonus on the following skills: Acrobatics, Sense Motive, Perception, Use Magic Device. The wearer gains a +2 luck bonus on all saving throws.

However, the wearer becomes less adept at making direct, violent attacks. She suffers a -2 morale penalty on attack rolls with all weapons other than those specified above, and suffers a -4 penalty to her Initiative score. Half the damage inflicted by a successful attack with a weapon other than those listed above or by her innate abilities, is considered *non-lethal damage* instead.

Special: Only female creature can benefit from wearing Girl's Armor.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, jump, unprepared combatant*
Cost 7,225 gp (DC 25)

GODCHAIN

Aura moderate conjuration **CL** 10th
Slot armor **Price** 50,000 gp (DC 31) **Weight** 25 lbs
The interlocked rings of this beautifully wrought chain-mail shirt gleam like gold. A leather tabard is worn on the breast, over the rings, reinforced by angular golden plating. If worn by a Lifespawn, intricate, gear-like carvings appear on the golden plates, and a long and regal cloak of vibrant red, gold or blue cloth hangs from the Godchain's shoulder

Godchain is a **+3 Lifespawn-defiant chainshirt.** When Godchain is worn by a Lifespawn, the Godchain gains the ***determination*** property. In addition, a creature with the Lifespawn subtype may add their Lifecount as a competence bonus to Diplomacy, Intimidate and Perform (oratory) checks while the Godchain is worn.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Lifespawn subtype, *breath of life, eagle's splendor, summon monster I*
Cost 25,000 gp (DC 29)

GODRAIMENT

Aura moderate transmutation **CL** 10th
Slot armor and head **Price** 15,600 gp (DC 27)
Weight 18 lbs
Godraiment is gleaming ceremonial armor reserved for Lifespawn heroes and nobility, a gleaming golden bodysheath that partially merges with the wearer's flesh. The armor resembles a thin sheath of liquid gold a few millimeters thick, with bulkier armor plating on the pauldrons, belt and collar. The armor's crown erupts in a series of abstract, jagged spires rising from the wearer's forehead like stylized antlers.

Godraiment is a set of **+2 benevolent action wear.** When the Godraiment is worn by a Lifespawn, it also gains the ***expeditious*** property. In addition, a creature with the Lifespawn subtype may add their Lifecount as a competence bonus on Spellcraft checks made in combat, as well as Knowledge (the planes) and Knowledge (religion) checks made while the armor is worn.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Lifespawn subtype, *aid, expeditious retreat*
Cost 7,800 gp (DC 25)

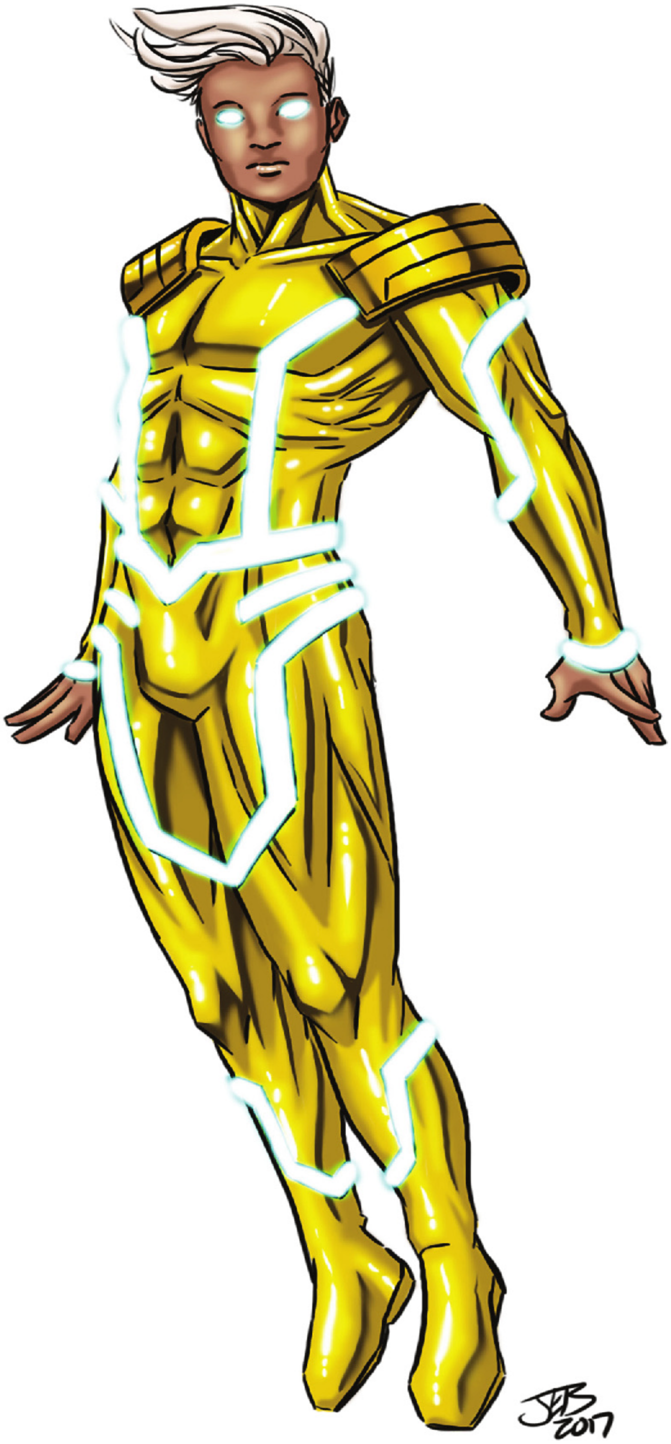
-

GODSCALE

Aura faint transmutation **CL** 8th
Slot armor **Price** 15,500 gp (DC 27) **Weight** 30 lbs
Godscale is masterfully crafted scaled armor forged from ultra-dense alloys which gleam mostly cerulean. Individual scale in the array are alloyed with precious metals to turn them a brilliant canary yellow, jet black or deep crimson. These brightly colored scales are worked throughout the array of blue scales, forming mazelike and complex patterns. When worn by a true Lifespawn warrior, the armor glows an electric blue and hums like an overstressed electrical transformer.

Godscale is a set of **+2 scale mail of heroism.** When the Godscale is worn by a Lifespawn, the Godscale gains the ***expeditious*** property. In addition, a creature with the Lifespawn subtype may add their Lifecount as a competence bonus on Acrobatics checks made while the armor is worn; the armor's check penalty does not apply, in this case.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, expeditious retreat, heroism,* creator must have the Lifespawn subtype
Cost 7,750 gp (DC 25)



GODWEAVE

Aura strong abjuration (and evocation if miracle is used)
CL 18th
Slot armor **Price** 60,500 gp (DC 32) **Weight** 15 lbs
Godweave is a tightly fitted dark navy, armored body sleeve. Bold patterns of circles and zig-zagging lines, etched in gold decorate the chest, and fiery reddish-orange gloves and boots sheathe the wearer's limbs.

Godweave is a set of **+2 action wear of Spell Resistance 17.** When the Godweave is worn by a Lifespawn, the Godweave gains the ***invulnerability*** property. In addition, a creature with the Lifespawn subtype may add their Lifecount as a competence bonus on Knowledge (history), Spellcraft and Use Magic Device checks while the Godweave is worn.

Construction
Requirements Craft Magic Arms and Armor, *spell resistance, stoneskin, wish* or *miracle*, creator must have the Lifespawn subtype
Cost 30,250 gp (DC 30)

GRAVITY WEAVE

Aura strong abjuration **CL** 12th
Slot armor **Price** 152,000gp (DC 35) **Weight** negligible
Gravity Weaves are elegant, sleeveless body wraps of midnight black cloth, accented with silver boning and filigree. When donned, a new organ matures just beneath the wearer's sternum, a pulsing second heart of dark matter, whose high-UV glow is visible beneath both cloth and flesh.

Gravity Weave is **+3 lifestealth battle lingerie.**

While wearing the Gravity Weave, the character's flight maneuverability (from any source, including flight granted by spells or items) improves to *perfect*, as well as gaining Hover as a bonus feat. Additionally, the wearer is under a constant *featherfall* effect. As an immediate action, the wearer may choose to alter their flight profile. For 1d6+1 rounds after doing so, the character's flight speed is tripled, but their maneuverability becomes *poor*, and loses access to Hover during this time.

Special: Only a Lifespawn of the Singular Bloodline can gain full utility from a Gravity Weave. All other creatures treat the armor merely as ***+3 battle lingerie*** instead and do not gain the augmented flight capability.

Construction
Requirements Craft Magic Arms and Armor, *lifeward, military flight,* creator must possess the Awakened Heritage (Singular) feat
Cost 76,000 gp (DC 33)

HARDSUIT, BATTLE AVENGER

Aura strong conjuration **CL** 15th
Slot none **Price** 74,000 gp (DC 33) **Weight** 185 lbs
The red and gold livery of this heavily reinforced melee-combat specced powered armor recalls the famed ***Corporate Avenger Hardsuit***. Additional external armor plating is riveted to the greaves, gauntlets and torso. The bulky gauntlets are pneumatic power cestus, which pack a punch like a wrecking ball. his iteration on the design eliminates many long ranged weapons in favor of improved close combat options and superior reflex enhancement.

The Battle Avenger Hardsuit is a set of **+3 brawling grade I powered armor.** The armor is designed to offer a greater enhancement to DEX than to STR, and has the *brawling* property, not usually available to heavy armor.

Weapons

Both hands of the Battle Avenger Hardsuit function as ***+1 shocking burst power cestus.*** In addition, the wearer can summon a ***Finisher Cannon*** (this sourcebook), up to three times per day.

Construction
Requirements Craft Magic Arms and Armor, *BFG, call lightning, major creation, summon firearm*
Cost 37,000 gp (DC 31)

HARDSUIT, BUZZBLADE

Aura faint transmutation **CL** 8th
Slot armor and hands **Price** 48,750 gp (DC 31)
Weight 225 lbs
A Buzzblade Hardsuit is a dangerous and threatening set of industrial-grade powered armor. It's a walking chainsaw – huge, constantly spinning buzzsaw blades roar from mounts on the pauldrons, the bracers, greaves and a pair of smaller blades spin at the breastplate. Where articulated gauntlets would be on a saner, more conservatively designed hardsuit are a pair of massive, diamond-toothed chainsaws. The entire armor is painted hazard yellow with black and green striping.

A Buzzblade Hardsuit is a set of **+2 grinding Grade II powered armor.** The Buzzblade Hardsuit's enhanced grinding property inflicts 3d6+1 points of damage per round.

Weapons

The Buzzblade Hardsuit is equipped with a pair of **+1 keen chainsaws** in place of hands. The wearer is proficient with these weapons. The wearer cannot hold or manipulate objects while wearing the hardsuit.
Construction
Requirements Craft Magic Arms and Armor, *BFG, keen edge*
Cost 24,375 gp (DC 28)

HARDSUIT, CAT GRADE

Aura strong conjuration **CL** 10th
Slot armor **Price** 68,000 gp (DC 32) **Weight** 75 lbs
Designed for the needs of feline pilots, this powered armor is equipped with an environmentally sealed, Kevlar-woven tail sheathe and specially designed triangular ear-coverings on the helmet to accommodate cat ears. The armor is light and flexible, designed for ultimate mobility, with ferro-ceramic hardpoints only over vital organs, with the rest protected by an elastic body sheath. Instead of boots, the wearer's paws are protected beneath bullet-resistant toe-stockings that allow superior traction.

When worn by a Nekomusume, feline Anthro or similar feline creatures, the Cat Grade Hardsuit is treated as a set of **+2 glammered, rallying grade-I powered armor.** In its glimmered form, the armor resembles a futuristic body sleeve, also designed in accordance with feline fashion needs. The powered armor is designed to provide a greater bonus to DEX rather than STR; while wearing the Cat Grade Hardsuit, the wearer gains a +8 bonus on Acrobatics checks made to jump as well as all Climb checks.

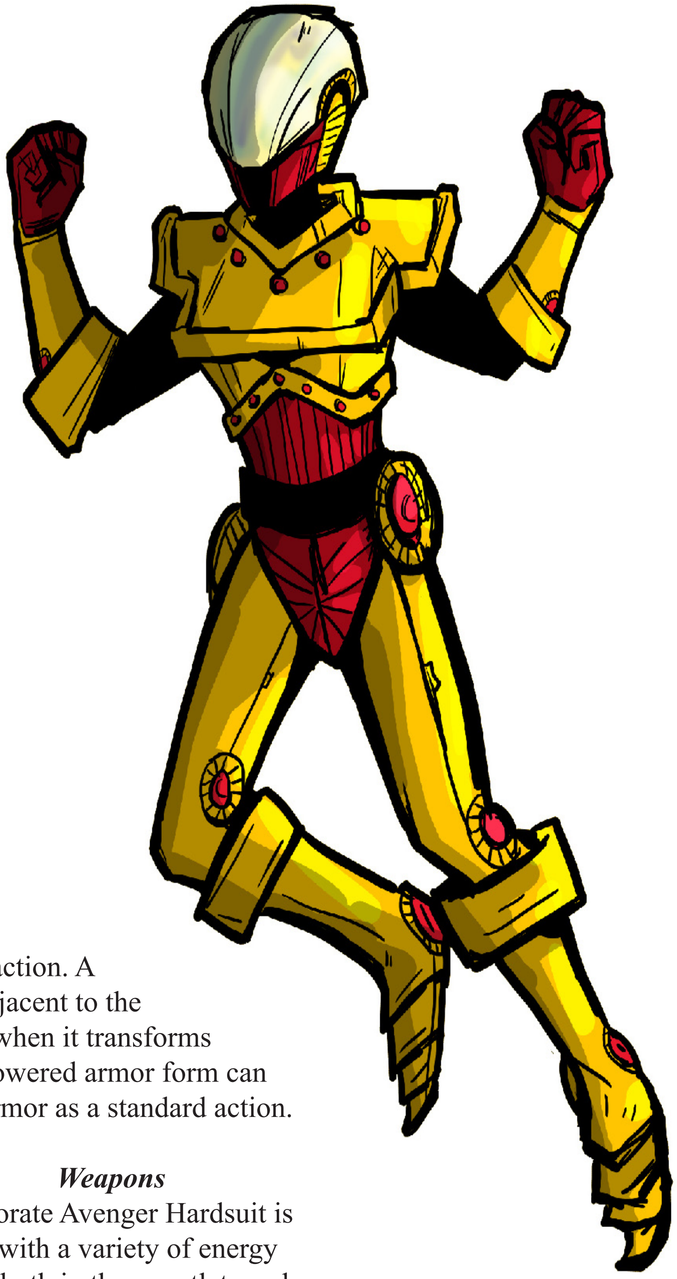
Non-feline creatures wearing the armor treat it merely as *masterwork MP tactical body armor instead.*

Construction
Requirements Craft Magic Arms and Armor, creator must be a Nekomusume, feline Anthro or similar creature, *call powered armor, disguise self, remove fear*
Cost 34,000 gp (DC 30)

HARDSUIT, CORPORATE AVENGER

Aura strong conjuration **CL** 18th
Slot armor **Price** 260,000 gp (DC 37) **Weight** 85 lbs (active) 10 lbs (briefcase form)
These stylish and ultra-advanced sets of powered armor are popular among well connected megacorporate CEOS and their elite bodyguards. Each Corporate Avenger Hardsuit is custom fitted and machine-painted in gleaming corporate livery. The suit's integrated weapons are glowing, geometric emitters built into the palms of each gauntlet with a larger, higher intensity emitter built into the armor's sternal armor.

The **Corporate Avenger Hardsuit** is a set of **+2 grade I powered armor.** The armor has a flight speed of 120 ft (average), and the ability to hover. Upon a command, the specially-designed Hardsuit can collapse into an innocuous briefcase, displacing the majority of its mass just a few picoseconds out of phase with reality. In briefcase form, the Corporate Avenger Hardsuit is undetectable as a weapon by conventional means. Transforming into or out of briefcase form is a standard action. A wearer adjacent to the Hardsuit when it transforms back to powered armor form can don the armor as a standard action.



Weapons

The Corporate Avenger Hardsuit is equipped with a variety of energy weapons, both in the gauntlets and a more potent weapon built into the chest plate.

Each gauntlet is fitted with an integrated ***+1 argon laser pistol of infinite ammunition.***

A ***+2 kinetic slam rifle of distance and infinite ammunition*** is built into the chest plate.

Similar Items

A popular "Shredder 2020" variant of the Corporate Avenger features enormous, grinding gears on the pauldrons, and built into the breastplate. Smaller bladed teeth are built into the gauntlets and greaves. This variant includes the *grinding* armor property and increases the purchase price by 2,000 gp.

Construction
Requirements Craft Magic Arms and Armor, *call greater powered armor, clairaudience/clairvoyance, infinite ammunition, military flight*
Cost 130,000 gp (DC 35)

HARDSUIT, FIGHTING REBIRTH

Aura moderate conjuration **CL** 10th
Slot none **Price** 165,000 gp (DC 36) **Weight** 85 lbs
This sleek and contour-hugging armor wraps multiple layers of thin gleaming silver fibers around the limbs that resemble striated muscle tissue. The breast plate and hardpoints protecting the extremities are angular plates of golden chrome. A pair of long, dramatically curved heat exchangers rise from the armor's spinal plating like smoke stacks. The armor's hinged helmet and the pulse emitter built into the chest plate resemble the ***Corporate Avenger's***, as the Fighting Rebirth Hardsuit is a particularly 90s example of the earlier hardsuit's design legacy.

The Fighting Rebirth Hardsuit is a set of **+2 determination, rallying grade II powered armor.** The Fighting Rebirth Hardsuit has a Flight speed of 90 ft (good) and the ability to hover.

Weapons

The Fighting Rebirth Hardsuit is equipped with a variety of energy weapons, both in the gauntlets and a more potent weapon built into the chest plate.

Each gauntlet is fitted with an integrated ***+1 plasma pistol of infinite ammunition.*** Like all Plasma Pistols, this weapon suffers a -1 penalty on attack rolls due to its bulky and cumbersome design.

A ***+2 kinetic slam rifle of distance and infinite ammunition*** is built into the chest plate.

Construction
Requirements Craft Magic Arms and Armor*, breath of life, clairaudience/clairvoyance, infinite ammunition, remove fear*
Cost 82,500 gp (DC 33)

HARDSUIT, GENESIS PANOPLY

Aura strong transmutation **CL** 10th
Slot armor or ring (inert) **Price** 293,000 gp (DC 38)
Weight 70 lbs (active) negligible (inert)
Genesis Panoply is some of the most beautiful and technologically advanced powered armor in known space, an unstoppable war machine that is also a supreme work of art. When activated, the living armor forms itself from liquid gold and shape-memory alloys. When fully fused, the Genesis Panoply resembles a nude sculpture of a hominid figure with metallic muscle fibers beneath intricately etched armor plating. The Panoply's helm is an enigmatic golden chrome mask, broken only by a triangle of advanced optical cams, the color of fire. A tri-pronged crown of gold rises above the helm.

Genesis Panoply functions as a set of **+4 rallying, grade-III powered armor of determination.** The Genesis Panoply provides the wearer with a flight speed of 400 ft (average); in zero gravity this improves to 1,200 ft (perfect).

The Panoply's wearer can deactivate the armor by mental command as a full round action. In this state, the armor displaces virtually all its mass, and becomes a ring (occupying the ring slot) with negligible weight. Returning the Panoply to its powered armor form is a standard action. The Genesis Panoply regains full HP and removes the *broken* condition, each time it reforms into its powered armor configuration.

Weapons

The Genesis Panoply is equipped with several onboard weapons.

The wearer can fire a laser from either the armor's palms or the optics, which functions as a **+1 smuggler's blaster of infinite ammunition.** In addition, the wielder can forge a sword-like weapon from shape-memory gold and crackling electricity from an emitter in the right gauntlet, which functions a **+1 keen particle katana.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Genesis) feat, *breath of life, infinite ammunition, military flight, remove fear*
Cost 146,500 gp (DC 35)

HARDSUIT, GOLDEN PALADIN

Aura moderate transmutation **CL** 16th
Slot armor and weapon **Price** 97,000 gp (DC 34)
Weight 350 lbs
The Golden Paladin is a scaled down, assault-infantry version of the iconic ***Golden Vanguard Mecha*** *(Technology Unleashed).* Smaller, lighter and faster than its Mecha predecessor, the Golden Paladin is no less indestructible, and with an integral rail gun no less deadly than its larger counterpart.

The Golden Paladin is a modern iteration on knightly field plate, sheathed in gleaming, golden tesserae that renders the suit immune to most man-portable weapons. Additional layers of reactive armor, all gilded and polished, protect hardpoints on the torso, spine and hips. The helmet is a modern take on a beaked bascinet, topped with an amber, bullet-proof, smart-glass visor. A heavy-duty rail gun is integrated into the suit's clavicle armor, and swings forward on a gimballed turret for combat use. This extreme range weapon is one of the loudest firearms in military history, shattering windows for hundreds of feet around when it is fired. The heavy railgun's spectacular discharge makes a tank's main gun seem quiet.

The Golden Paladin Hardsuit is a **+4 Chromium grade-II powered armor.**

Weapons

The Golden Paladin Hardsuit is equipped with a ***+2 thundering sniper railgun of distance.***

Construction

Requirements Craft Magic Arms and Armor, *blindness/deafness, clairaudience/clairvoyance, masterwork transformation*, *transmetalization*
Cost 48,500 gp (DC 31)

HARDSUIT, KNIGHTSTALKER PLATE

Aura strong illusion **CL** 15th
Slot armor and shoulders **Price** 125,750 gp (DC 35)
Weight 85 lbs
Designed to evoke a terrifying gargoyle, and featuring a metallic cloak that unfurls into vast, highly articulated, bat-like wings, the Knightstalker Plate Hardsuit can glide through the urban night with silence and grace. The Knightstalker's mostly ceramic hull is slate grey and gleaming navy. The visor is sculpted into an almost demonic visage, lit by its glowing crimson optic sensors. Golden feeder cables run from the spinal armor to shuriken launchers built into the clawed power cestuses at the end of each arm.

The Knightstalker Plate Hardsuit is a **+2 creeping grade-I powered armor of greater shadow.** The armor is configured to provide a higher DEX than STR enhancement to the pilot. The Knightstalker Plate Hardsuit has a Flight speed of 90 ft (good).

Weapons

The Knightsalker Plate Hardsuit is equipped with a pair of mostly silent weapons, allowing the pilot to kill in complete, eerie silence.

Both gauntlets are fitted with a ***+1 wounding power cestus.*** Unlike typical power cestus, which inflict bludgeoning damage, this weapon's clawed, serrated talons inflict slashing damage. In addition, both gauntlets are equipped with pneumatic launchers that allow the pilot to launch an effectively infinite amount of ***+1 keen shuriken of distance.***

Construction

Requirements Craft Magic Arms and Armor, *bleed, cat's grace, clairaudience/clairvoyance, keen edge, invisibility, military flight, silence*
Cost 62,875 gp (DC 32)

HARDSUIT, LIGHTWOVEN PANOPLY

Aura strong abjuration, conjuration and evocation **CL** 15th
Slot none **Price** 428,000 gp (DC 39) **Weight** 27 lbs
Lightwoven Panoply is a work of glorious, occult-tech artistry, assembled using techniques already ancient and forgotten when the Big Bang began our universe. The Lightwoven Panoply resembles a skin of cold, diamond-like radiance woven around the wearer's body. Semi-translucent, geometric plates obscure the wearer's features slightly beneath the ghostly armor. The Lightwoven Panoply pulses brightly, with multicolored energy discharges racing constantly through its translucent hull.

The Lightwoven Panoply is a set of **+3 blinding, ethereal, ghost touch grade II powered armor.**
The Lightwoven Panoply and its wearer are immune to force and electricity. The wearer gains a Flight speed of 40 ft (average), but can hover without need of a Fly check. While ethereal, the wearer's Flight speed increases to 80 ft (good).

While wearing the Lightwoven Panoply, its arcane failure chance does not apply when casting evocation spells, or spells with the light descriptor. Evocation spells cast within the Lightwoven Panoply have their numerical effects Maximized, as if by the Maximize Spells feat. This does not increase the spell's effective level or casting time.

Construction

Requirements Craft Magic Arms and Armor, *call greater powered armor*, *ethereal jaunt, etherealness, resist energy, searing light,* creator must possess the Awakened Heritage (Fencers, Gazelles, or Senators) feat
Cost 214,000 gp (DC 37)

HARDSUIT, NANO-VARIABLE

Aura strong conjuration and transmutation **CL** 17th
Slot armor **Price** 1.5 million gp (DC 43) **Weight** 82 lbs

This slim and almost feminine set of advanced power armor has an extremely thin hull. However, thanks to the density of the meta-materials used in its construction, the armor is more damage-resistant than the plating on an Abrams battle tank. This highly advanced armor is a rich vermillion, accented by gold, composed of modular, hexagonal plates that can reconfigure into an assortment of weapons and tools. The suits design legacy is the ultimate refinement of the design series that began with the *Corporate Avenger Hardsuit.*

The Nano-Variable Hardsuit is a set of +**3 bolstering grade-I powered armor.** The Nano-Variable Hardsuit is flight capable and has a Flight speed of 120 ft (average), and provides the wearer the Hover and Fly-By Attack feats. As a standard action, the wearer can conjure any *Specialized Sensor* or masterwork quality skill kit from emitter pods built into the forearms. The conjured item is attached to the hardsuit, and remains in existence until the wearer uses this power again.

Weapons

The Nano-Variable Hardsuit's onboard weapons are designed for ultimate modularity, able to fire in a variety of modes or assume different attack profiles depending on the threat at hand. The Nano-Variable Hardsuit's right forearm and gauntlet can morph into a **+1 variable weapons system**. The left forearm and gauntlet can morph into a **+2 meta-weapon.**

Construction
Requirements Craft Magic Arms and Armor, *heroism, major creation, military flight*
Cost 750,000 gp (DC 41)

HARDSUIT, ORBITAL INFANTRY

Aura strong universal **CL** 13th
Slot armor **Price** 104,000 gp (DC 34)
Weight 200 lbs

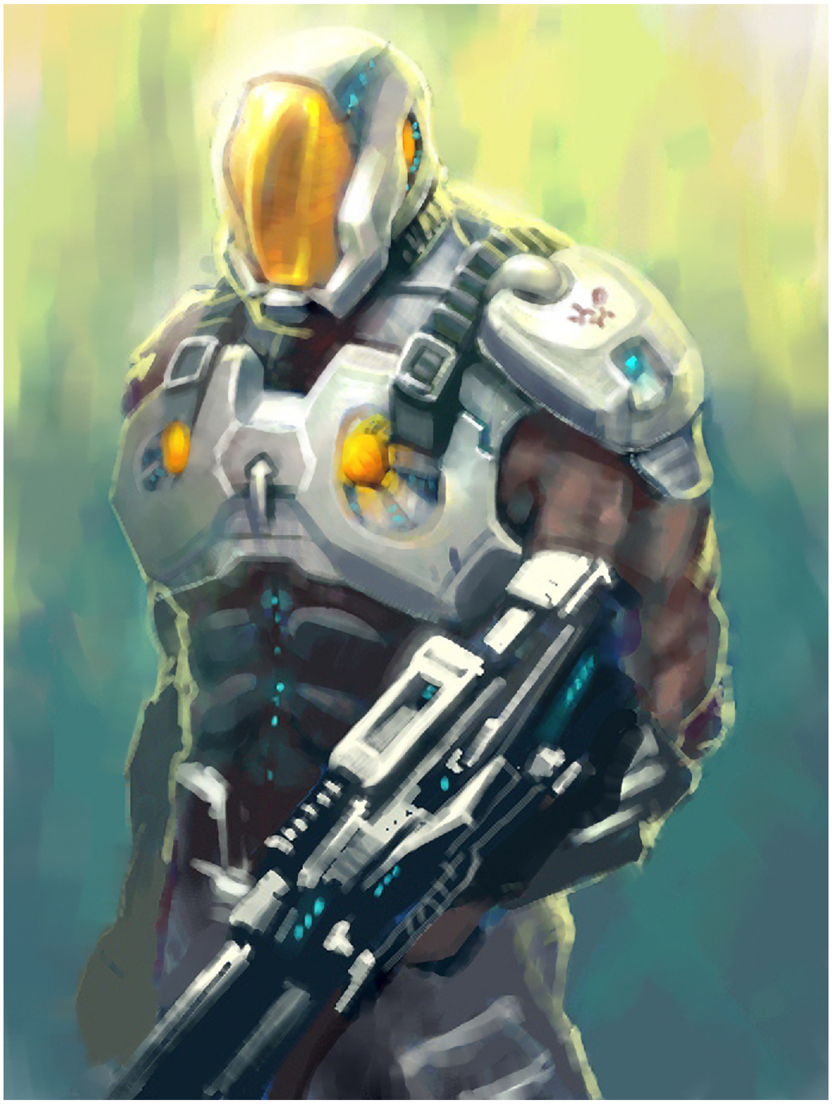
This advanced hardsuit is designed for elite military expeditionary forces and marine crews. The hardsuit's hull is a slate grey, reinforced with reactive armor plating in dim, military olive-drab. The armor's paint is electro-responsive, and can assume a variety of pre-programmed camo patterns. The armored visor, made of golden smart-glass, offers a wide field of vision.

The Orbital Infantry Hardsuit is a **+3 bolstering grade II powered armor of determination.**

Onboard AI

The Orbital Infantry Hardsuit is an intelligent item, with an onboard occult-tech AI classified as a "Suit Sister". Each Suit Sister has a female personality, and considers her wearer to be a loved, trusted sibling, but individual Suit Sisters vary wildly in temperament.

The Suit Sister can perceive the world through senses roughly equal to a human's, perceive unencrypted radio/television/wifi signals, and has Darkvision 60 ft, and has access to the Hardsuit's sensors and integrated computers. The Suit Sister is lawful neutral with the following statistics: INT 16, WIS 14 CHA 11, and Ego 14. The Suit Sister has Computer Use +13, Knowledge (tactics) +13, Knowledge (physical sciences) +5, Perception +12, Pilot +5.
The Suit Sister can communicate verbally with the pilot through the helmet comms system, via electronic means, or project a tiny holographic avatar from an emitter on the gauntlet.



Weapons

The pilot carries standard man-portable weapons, but the Orbital Infantry Hardsuit is equipped with a ***+2 arc sword***, which collapses into a deployment tube in the gauntlet. The pilot is treated as possessing Quick Draw with this weapon.

Construction

Requirements Craft Magic Arms and Armor, *breath of life, heroism, limited wish*

Cost 52,000 gp (DC 31)

HARDSUIT, PSI-HUNTER 2271

Aura strong psychometabolism **CL** 19th

Slot armor **Price** 211,400 gp (DC 27) **Weight** 85 lbs

This ultra-advanced set of powered armor is the product of an alternate future timeline where the Emergence dominates the world, and psi-capable nobility hunts vast legions of head-blind Mutant slaves for sport. This vicious weapon system is impossibly beautiful, constructed of materials that modern science cannot analyze or duplicate. The majority of the armor is a seemingly primitive set of platinum and golden plate, while the exaggerated pauldrons and the environmentally sealed helmet are some strange translucent crystal resembling ultra-dense sapphire. Similar crystals rise from the knuckles of the right gauntlet. Despite its fantastical appearance, this hardsuit is a nearly invincible war machine.

The Psi-Hunter 2271 Hardsuit is a **+3 mindarmor grade III powered armor of power resistance 19.** Once per day, the wearer can manifest *assimilate.*

Weapons

The crystals built into the right gauntlet fire a blazing blue beam of psi-vampiric energy that functions as a *+2* ***mindfeeder spacer's blaster of infinite ammunition.***

Construction

Requirements Craft Magic Arms and Armor, *assimilate, empty mind, infinite ammunition, power resistance, psychic vampire*

Cost 105,700 gp (DC 34)

HARDSUIT, RABBIT PUNCH

Aura strong illusion and transmutation **CL** 12th

Slot armor **Price** 145,000 gp (DC 35) **Weight** 55 lbs

This suit of light infantry armor is designed to augment a wearer's speed, agility and mobility, transforming an ordinary Anthro soldier into a low-altitude skirmisher. The hull is usually a glossy smoke-grey, pale blue or mottled white and grey, giving the armor the edge in winter operations. A transparent helm allows for wide field of vision, while rabbit-like antenna modules provide enhanced sensory and ECCM capabilities.

The Rabbit Punch Hardsuit is a set of **+3 grade-II powered armor.** Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The Rabbit Punch Hardsuit provides the wearer with a +10 competence bonus on Acrobatics checks made to jump, and the armor's check penalty never applies to these checks.

The Rabbit Punch Hardsuit provides the wearer with a Flight speed of 120 ft (good). The Rabbit Punch Haredsuit can only fly for up to five minutes continually, and the armor's thrusters must cool down for at least two minutes between any flight, no matter how short.

The Rabbit Punch Hardsuit provides the armor and its wearer with *greater machine invisibility* for up to 12 minutes per day. The duration need not be consecutive, but must be taken in 30 second (5 round) increments.

Weapons

There are a set of laser emitters built into the armor's gauntlets which function as a ***+2 smuggler's blaster of infinite ammunition.***

Construction

Requirements Craft Magic Arms and Armor, *jump, greater machine invisibility, infinite ammunition, military flight*

Cost 72,500 gp (DC 33)

HARDSUIT, RIDING BEETLE

Aura strong conjuration **CL** 9th

Slot none **Price** 55,500 gp (DC 32) **Weight** 55 lbs

This glossy violet-black powered armor's hull is composed of genetically engineered chitin specially modified for durability. The bug-eyed helmet is crowned by an impressive, threatening set of short, jagged steel and gold antlers. The suit's under layer is a ribbed, rubbery ebony.

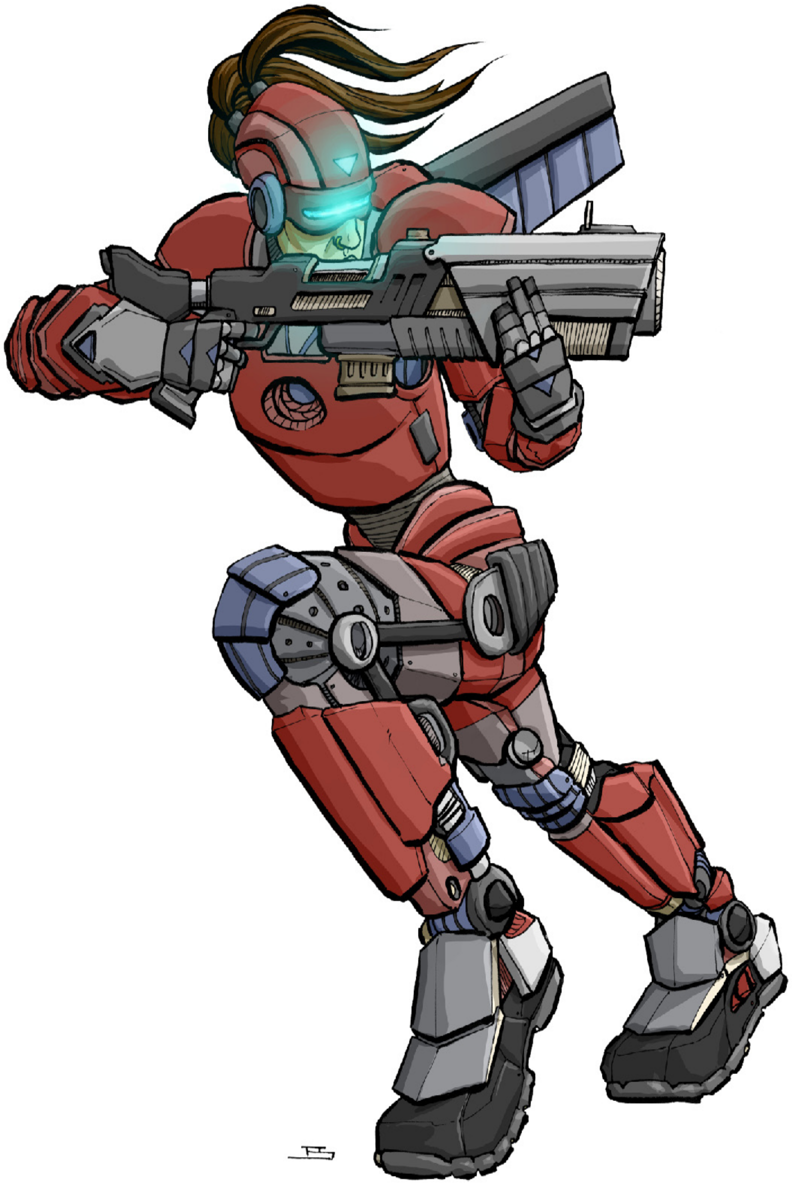
The Riding Beetle Hardsuit is a set of +**1 wild grade-I powered armor,** however, the wild property only functions when the wearer assumes any Vermin or insectoid form.

Once per day, the wearer may summon either a giant stag beetle or a top of the line Japanese racing bike (use the D20 Modern statistics for a *Ducati 998R motorcycle*, if necessary.) In either case, the summoned entity remains in existence for one hour, or until destroyed or dismissed. The summoned entity will shift between giant stag beetle and motorcycle form at the wearer's verbal command for the duration of the effect. If the summoned entity is destroyed in either form, it cannot be summoned again for 1d4 days; during this time the Riding Beetle Hardsuit's *wild* property is suppressed.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, ghost chassis, summon nature's ally IV*
Cost 27,750 gp (DC 29)

HARDSUIT, STEELFORGE

Aura strong conjuration **CL** 16th
Slot armor **Price** 140,000 gp (DC 35) **Weight** 165 lbs
The Steelforge Hardsuit is a work of art as much as a weapon. Resembling a monolithic sculpture of a muscular, heroically proportioned man with an African face beneath the armored helm, the armor moves with a strength and fluidity unknown in most powered armor. The armor is the gleaming silver-grey of unpainted iron, with glossier, stainless steel armor cladding at the breast plate, hips, armored helm, boots and oversized gauntlets.



The Steelforge Hardsuit is a **+4 bolstering grade-II powered armor.** The Steelforge Hardsuit is designed to grant phenomenal crafting ability and techno-smithing capabilities to the wearer, feeding information direct to his brain. While wearing the Steelforge Hardsuit, the character is treated as possessing the Master Craftsman feat, and applies their STR modifier (including the enhancement provided by the powered armor) as a competence bonus on Craft (electronic, firearms, or mechanical) checks.

Weapons

The Steelforge Hardsuit can summon a huge, two-handed ***+2 flaming burst, throwing warhammer*** that is the armor's primary weapon as a standard action. This weapon vanishes if destroyed, or out of the hardsuit's hands for more than one round, requiring the weapon to be summoned again.

While wearing the Steelforge Hardsuit, the wearer is treated as if possessing Weapon Focus (warhammer).

Construction
Requirements Craft Magic Arms and Armor,Master Craftsman, *heroism, teleport, magic weapon*
Cost 70,000 gp (DC 33)

HARDSUIT, TECHNO-MODULAR

Aura strong conjuration **CL** 18th
Slot armor **Price** 500,000 gp (DC 39) **Weight** 180 lbs
This colorful set of advanced body armor is fitted with dozens of hardpoints and connector ports designed to accept a variety of equipment modules. This armor is designed for versatility and power extreme! A single warrior wearing one of these occult-tech hardsuits has more firepower and a lot more flexibility than an entire reinforced platoon.

A Techno-Modular Hardsuit is a set of **+3 Grade II powered armor.** The enchantments and occult-tech built into the Hardsuit give the wearer to teleport in a variety of weapons, accessories and equipment modules, as needed.

The wearer can conjure any of the following devices at will, as a standard action. The devices remain in existence until the wearer dismisses them, they leave the wearer's hands for more than 60 seconds, or if they are damaged. Only a single item, weapon or device, can be conjured by the Techno-Modular Hardsuit at any time. Conjuring an additional item causes the prior conjured item to disappear.

- *Blaster Techno-Pak*
- *Buzzsaw Techno-Pak*

- +1 pulse rifle of infinite ammunition
- +1 M-16 rifle of infinite ammunition
- A masterwork skill kit, first aid kit, or similar device

The wearer can conjure any of the following devices three times per day, with the same restrictions as above. These devices remain in existence for a maximum of 10 minutes per conjuration.

- *Mobility Techno-Pak*

The wearer can also conjure a *Radar Techno-Pak* once per day, which remains in existence for a maximum of 2 minutes.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, major creation, reload!, summon firearm, teleport*
Cost 250,000 gp (DC 37)

HARDSUIT, TROODON STRIKE

Aura strong transmutation **CL** 10th
Slot armor **Price** 64,800 gp (DC 32) **Weight** 58 lbs
The Troodon Strike Hardsuit is modeled on *velociraptor* anatomy, placing the pilot in a low fighting crouch that maximizes the directions she can launch a kick from while minimizing her profile. The armor is molded in dun, desert colors and is often worn beneath a ragged ghile cloak, giving the armor an almost (and appropriately) feathered appearance.

The mostly-transparent helmet is thrust forward to accommodate the muzzle of an Anthro wearer, and the armor can easily be reconfigured for tailed or tailless wearers with just a few minutes effort and a standard tool kit. The most impressive feature of the eminently pragmatic armor are the twin, sickle like blue-titanium spurs emerging from the heavy treaded boots.

The Troodon Strike Hardsuit is a set of **+2 creeping, expeditious grade-II powered armor.** Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The armor's check penalty never applies to Stealth checks.

Weapons

The Troodon Strike is equipped with a pair of boot-mounted fighting talons that function as **+2 keen sickles.** The armor's wearer is treated as possessing the Two-Weapon Fighting and Improved Two-Weapon Fighting when attacking with her boot-blades.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, expeditious retreat, keen edge*
Cost 32,400 gp (DC 30)

HARDSUIT, WINGED WARTHOG

Aura strong abjuration (or evocation if miracle is used)
CL 13th
Slot armor **Price** 250,000 gp (DC 37) **Weight** 95 lbs
Though ungainly and bulky, this heavy-duty set of military powered armor is just as tough and ferocious as the famous A-10 Warthog it is inspired by, and just as deadly as the feral hogs both were named for. The Winged Warthog hardsuit is unpainted, matte grey steel and composite armor with few aesthetic touches. Powerful twin turbines rise from the back and a ultra-high capacity mini-gun mounted beneath a protruding sternum plate gives superior firepower. The helmet resembles a steel sculpture of a snarling hog with air purification/filtration systems resembling bright red tusks.

The Winged Warthog Hardsuit is a set of **+3 grade-II powered armor of determination and heavy fortification.** Unlike typical grade-II hardsuits, the Winged Warthog Hardsuit provides a +8 bonus to STR and a +0 bonus to DEX. While wearing the Winged Warthog Hardsuit, the pilot gains a Flight speed of 80 ft (poor).

The Winged Warthog features a sternum-mounted **+1 Gatling railgun of infinite ammunition.** This weapon ignores natural armor and equipment bonuses to AC and resolves attacks as ranged touch attacks.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, infinite ammunition, limited wish or miracle, military flight*

Cost 125,000 gp (DC 34)

HIEROS GAMOS, GREATER

Aura moderate transmutation **CL** 5th
Slot armor **Price** 29,350 gp (DC 30) **Weight** negligible
Imagine a long, paper-thin ribbon of something that might be supple metal or might be chitin, which might be a sparkling gold, a regal purple or a glistening green depending on how and where along its length the light hits it. The Greater Hieros Gamos wraps around the nude body of its wearer, constantly twisting and dancing, never still from second to second, always wary of attack.

The Greater Hieros Gamos functions as a set of **+3 brawling, expeditious war ribbons.**

Special: If the Greater Hieros Gamos is worn by a character also wielding the Lesser Hieros Gamos, the Lesser Hieros Gamos functions as a ***+3 keen Genesis/Mother-integral ribbon blade of speed,*** rather than its default enhancements.

Construction
Requirements Craft Magic Arms and Armor, creator must possess the Awakened Heritage (Genesis or Mother) feat, *bull's strength, expeditious retreat*
Cost 14,675 gp (DC 27)

HUNTMISTRESS RIBBONS

Aura moderate conjuration and divination **CL** 8th
Slot armor **Price** 21,900 gp (DC 29) **Weight** negligible
The weave of these silken ribbons is rich shades of crimson, violet and gold. These living ribbons twine across the muscular form of the wearer, whip-snapping like flags in a high wind.

Huntmistress Ribbons are a set of **+2 dragon-defiant, outsider-defiant, war ribbons.** The wearer gains a +4 competence bonus on Survival checks made to track dragons and outsiders, and a +4 competence bonus on Knowledge (arcana) and Knowledge (planes) checks made concerning these creatures.

Construction
Requirements Craft Magic Arms and Armor, *detect evil, summon monster I*
Cost 10,950 gp (DC 26)

IMPERIAL VESTMENTS

Aura strong abjuration and evocation **CL** 18th
Slot armor **Price** 285,000 gp (DC 38) **Weight** 250-275 lbs
Imperial Vestments are ostentatious, elaborate and about as subtle as a gilded monstrance across the forehead. Imperial Vestments are a multi-part armor. The underlayer is gleaming chrome plate built around a hydraulic-assist chassis to help the bearer more easily carry the armor's mammoth weight. A golden icon of Jesus II wielding a flaming sword dominates the chest- the armor's shins and forearms are decorated with carved testimonials from the cleric's patrons. These aren't religious sentiments- they are customer testimonials, from those who have happily bought salvation from the ICG.

A high collar made of hammered bronze in the style of a gothic cathedral surrounds the armor's helm and substantially inhibits the wearer's peripheral vision. A cloak of golden chains hangs from this impressive collar and drags, sparking and clanking on the ground. Depending on the wearer's rank, he might replace the standard helm with a series of increasingly flamboyant miters.

Only ICG Evangelists are legally allowed to wear Imperial Vestments; the ICG is legally empowered to execute unauthorized wearers, but only after extensive torture to reveal where they obtained the impressive armor.

Imperial Vestments are **+4 mirrored grade III powered armor of invulnerability.** While wearing this impressive powered armor, the wearer becomes immune to Cold and Fire, and gains Pleasure Resistance 20.

Construction
Requirements Craft Magic Arms and Armor, *miracle, resist energy, spell turning*
Cost 142,500 gp (DC 35)

INFILTRATION WING SUIT

Aura strong illusion **CL** 15th
Slot armor and shoulders **Price** 115,000 gp (DC 34)
Weight 15 lbs
This matte black and grey leather body-suit is designed for silence and low observability, even dampening the wearer's body heat to defeat thermal sensors. A collapsible Kevlar wing-system running from the armpits to the bracers, and anchored to hips and spine, allows completely silent, non-powered flight.

An Infiltration Wing Suit is **+3 leather armor of greater shadow.** While wearing the Infiltration Wing Suit, the character gains a Flight speed of 120 ft (good). However, the wearer must begin any flight by leaping from at least 500 ft above ground or sea level, and cannot take off from level ground. The wearer is under a constant *machine invisibility* effect.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, machine invisibility, military flight, silence*
Cost 57,500 gp (DC 32)

JACK, CLOUDFIRE

Aura strong conjuration **CL** 15th
Slot armor **Price** 106,000 gp (DC 34) **Weight** 2 lbs
This faux leather bomber jacket has the flight insignia of an elite mecha squadron worn as a patch on the breast.

The Cloudfire Jack is a **+2 leather jacket** that provides the wearer with a continual *emergency space suit* effect, in the form of a golden life support aura as thin as light itself. Twice per day, the wearer can conjure a ***Cloudfire Mecha*** around themselves for up to 15 rounds (1.5 minutes).

While wearing the Cloudfire Jack, the character gains a +4 competence bonus on Pilot checks made to control any Mecha.

Construction
Requirements Craft Magic Arms and Armor, *call cloudfire mecha*, *cat's grace*, *emergency space suit*
Cost 53,000 gp (DC 31)

JACK, COMBAT

Aura faint abjuration **CL** 3rd
Slot armor **Price** 22,500 gp (DC 28) **Weight** 2 lbs
Lots of special operations groups and combat strike forces issue uniform jackets to their members, which serve a practical purpose as light body armor, as well as boosting team morale. These faux leather jackets usually incorporate a team logo on the shoulder.

A Combat Jack is a **+1 leather jacket of energy resistance.** Usually the armor's resistance is set to protect against Fire, but those operating in arctic regions prefer Cold Resistance, while teams hunting lightning-casting opponents favor Electrical Resistance. While wearing the Combat Jack, the character gains a single teamwork feat of the creator's choice as a bonus feat. Typically, all members of a squad are equipped with the same teamwork feat.

Construction
Requirements Craft Magic Arms and Armor, *energy resistance*, *true strike*
Cost 11,250 gp (DC 26)

JACK, GUNCUT

Aura faint transmutation **CL** 5th
Slot armor **Price** 6,800 gp (DC 24) **Weight** 2 lbs
The sleeves of this heavy olive leather jacket have been cut away at the shoulders. The front of this hard-used jacket is covered in small ammo pockets and utility pouches.

A Guncut Jack is a **+1 brawling leather jacket.** While wearing the Guncut Jack, the character adds their STR modifier as a damage bonus on successful ranged attack rolls with any firearm, as well as their DEX modifier. A wear with a STR penalty does not apply this penalty to damage with a successful firearm attack.

Construction
Requirements Craft Magic Arms and Armor, *BFG*, *bull's strength*
Cost 3,400 gp (DC 22)

JACK, HEAVY RIDE

Aura strong universal **CL** 18th
Slot armor **Price** 52,500 gp (DC 32) **Weight** 53 lbs
Take moose leather and custom tan it until it's blacker than night, line the coat with chain mail and reinforce it with ceramic and steel ballistic plates. You've got a jacket that is as bullet proof as it's possible to make, and so damn heavy only a giant of a man could ever wear it. Now enchant the hell out of it for even greater survivability.

The Heavy Ride Jack is a **+4 impervious leather jacket of invulnerability.** While wearing the Heavy Ride jacket, the character becomes immune to Ballistic damage.

Construction
Requirements Craft Magic Arms and Armor, *fabricate, make whole, stoneskin, wish*
Cost 26,250 gp (DC 29)

JACK, MAD GANG

Aura moderate transmutation **CL** 10th
Slot armor **Price** 44,900 gp (DC 31) **Weight** 4-5 lbs
Take a beat up, sliced-up, battle worn leather duster. Then reinforce the shoulders with padding carved off old steelbelt radial tires, links of chain, and/or whatever animal hides happen to be handy. Then add some spikes in the form of rusty screws and bent nails for that tetanus factor, accessorize with cheap souvenir buttons and pins, or maybe animal bones or doll parts. The end result: you look like you belong in the worst radioactive wasteland hellholes imaginable.

The Mad Gang Jack is a **+2 unbound buff coat.** The Mad Gang Jack includes a set of ***+1 armor spikes.*** While wearing a Mad Gang Jack, you gain a +2 competence bonus on Drive and Intimidate checks.

Further, you generate a minor aura while wearing a Mad Gang Jack. Any ally within 30 ft of you who is wearing any Mil-Surplus armor rolls 2d20 at the beginning of the encounter. The Mil-Surplus armor only fails if both d20 rolls come up natural ones.

Construction
Requirements Craft Magic Arms and Armor, creator must be chaotic, *juryrig*, *righteous might*, *scare*
Cost 22,450 gp (DC 29)

JACK, MERCURY

Aura moderate abjuration **CL** 7th
Slot armor **Price** 16,750 gp (DC 25) **Weight** 2 lbs

This tightly fitted yellow leather jacket has multiple snap closures on the front, reminiscent of the straps of a straight jacket.

The Mercury Jack is a **+2 rivaling leather jacket.**

All Leather Clone allies adjacent to the wearer gain a +2 deflection bonus to AC. This bonus increases to +4 for one round after the jack's wearer damages a creature after an attack of opportunity allowed by the jack's rivaling property.

Construction
Requirements Craft Magic Arms and Armor, *hellbent for leather,* creator must be a Leather Clone
Cost 8,375 gp (DC 23)

JACK, MOON THRILL

Aura moderate necromancy **CL** 10th
Slot armor **Price** 65,000 gp (DC 32)
Weight 2 lbs

The fire-engine red vinyl of this flashy club jacket is accented by gleaming silver zips and buckles and stark black trim. The design is a gloriously bold relic of the early 1980s.

The Moon Thrill Jack is a **+2 leather jacket.** While wearing the Moon Thrill Jack, the character's appearance becomes corpse-like, their flesh rots and becomes dry, grey leather, though they lose none of their human charm or vivacity. The character is affected as if by *undead anatomy II.* The wearer gains lowlight vision, DR 5/bludgeoning as well as a +2 natural armor bonus. While in this undead state, the character gains a +4 competence bonus on all Perform checks.

Construction
Requirements Craft Magic Arms and Armor, *play instrument, undead anatomy II*
Cost 32,500 gp (DC 30)

JACK, MOONWALKER

Aura faint abjuration and enchantment **CL** 3rd

Slot armor **Price** 35,650 gp (DC 30) **Weight** 2 lbs

The Moonwalker Jack is an expensive looking, faux-leather jacket with a high collar and broad, padded shoulders. The armored pseudo-leather is cherry red broken with jet black tiger stripes on the sides and at the base of each sleeve.

The Moonwalker Jack is a **+2 rallying leather jacket of sonic resistance.** While wearing the Moonwalker Jack, the wearer gains a +5 competence bonus on Perform (sing), Perform (dance) and Perform (stringed) checks.

Construction
Requirements Craft Magic Arms and Armor, *rallying, resist energy*
Cost 17,825 gp (DC 28)

JACK, PARASITIC

Aura faint telepathy **ML** 5th
Slot armor **Price** 6,500 gp (DC 24) **Weight** 2 lbs
This short, cherry-red leather jacket bears more than a passing resemblance to the iconic jacket from *Thriller,* but is a potent psi-weapon. When the wearer activates mind-controlling abilities, the jacket glows like a burning coal, and luminous tendrils of scarlet light lash the air around their hands and forehead.

A Parasitic Jack is a **+1 manifester leather jacket.** When the wearer manifests a power from the telepathy discipline, the base Saving Throw DC of the power is increased by +2 if the wearer is in direct physical contact with the subject.

Construction
Requirements Craft Magic Arms and Armor, ability to manifest 2nd level powers
Cost 3,250 gp (DC 22)

JACK, PENGUIN CHILL

Aura moderate transmutation **CL** 10th
Slot none **Price** 56,000 gp (DC 32) **Weight** 2 lbs
This waterproofed athletic jacket is a slick, thermal-insulated synthetic fiber, complete with a light pull-up hood. The jacket is the stylish black and white of penguin plumage, accented with bright orange and gold. The jacket incorporates a set of integrated mittens built into the ends of the sleeves.

The Penguin Chill Jack is a **+2 leather jacket of Cold resistance.** The Penguin Chill Jack's wearer gains a +4 competence bonus on Swim checks, and armor check penalties do not apply to Swim checks. While wearing the Penguin Chill Jack, the character gains the *amphibious* racial trait.

Construction
Requirements Craft Magic Arms and Armor, *anthro adaptation, resist energy*
Cost 28,000 gp (DC 29)

JACK, PSIONAVORE

Aura moderate telepathy **ML** 8th
Slot armor **Price** 102,000 gp (DC 34) **Weight** 2 lbs
This glossy, ebony leather jacket is designed to resemble a tuxedo's coat complete with long tails, but has the organic, glossy sheen of cockroach chitin. When donned, an intricate straight-jacket of sculpted, ebony chitin appears around the wearer's chest and locks into place.

The Psionavore Jack is a **+2 buff coat.** While wearing the Psionavore Jack, the character is under a constant *baleful mind trap* effect, and may manifest *forced shared pain* up to 3x/day
Special: If worn with the Psionavore Mask, the Psionavore Jack is treated as a **+4 dastard buff coat**. The long tube dangling from the Psionavore Mask plugs into a port on the chitin breast plate, thickening the strange armor.

Construction
Requirements Craft Magic Arms and Armor, *baleful mind trap, forced shared pain, protection from good*
Cost 51,000 gp (DC 31)

JACK, SPACEGUARD

Aura faint abjuration **CL** 3rd
Slot armor **Price** 24,000 gp (DC 29) **Weight** 2 lbs
All synthetic, this jacket is a slick, plasticine red and gold and includes a hood. The jacket generates a life support aura visible as a faint golden glow around the wearer's body.

The Spaceguard Jack is a **+1 leather jacket of fire resistance**. The wearer is under the effect of a constant *emergency space suit* spell.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, resist energy*
Cost 12,000 gp (DC 26)

JACK, SUPERPUNK

Aura moderate psychokinesis **CL** 12th
Slot armor **Price** 112,000 gp (DC 34) **Weight** 2 lbs
This cheap, glossy black leather biker's jacket is covered in a fine scaling of shiny stainless steel rivets and spikes. The pockets are decorated with stitched-on cloth superhero patches, while similarly cheap buttons click and clank from the collar.

The Superpunk Jack is a **+2 leather jacket.** Once per round, the wearer can manifest *telekinetic maneuver,* using their CHA modifier as the key ability for the combat maneuver check. The wearer gains a +2 bonus on their CMB when making the *telekinetic maneuver.*

Construction
Requirements Craft Magic Arms and Armor, *telekinetic maneuver*
Cost 56,000 gp (DC 32)

JACK, STARBURN

Aura faint abjuration **CL** 5th
Slot armor **Price** 21,000 gp (DC 28) **Weight** 8 lbs
The Starburn Jack is a military cut black leather jacket with a short link of decorative golden chain wound through the right shoulder epaulet. A tiny grid of LED lights sewn into the right collar displays an ever changing, hypnotically flashing rainbow.

The Starburn Jack is a **+3 benevolent, champion leather jacket.**

Construction
Requirements Craft Magic Arms and Armor, *aid, protection from evil*
Cost 10,500 gp (DC 26)

JACK, TACTICAL

Aura moderate telepathy **ML** 8th
Slot armor **Price** 24,000 gp (DC 29) **Weight** 2 lbs
This olive drab campaign jacket has been in service since Vietnam, and has rank insignia on the slightly worn collar. A distinctive, extremely unofficial and memorable unit patch is worn one shoulder, opposite an American flag.

The Tactical Jack is a **+2 leather jacket.**

While wearing the Tactical Jack, the character's coordinated strike class feature is +1 better than normal. While wearing the Tactical Jack, the character gains Additional Strategies as a bonus feat, gaining a specific Strategy of the creator's choice, signified by the unit patch on the sleeve.

Construction
Requirements Craft Magic Arms and Armor, Coordinated Strike class feature, *battlesense*
Cost 12,000 gp (DC 26)

JACK, TELEKINE

Aura strong psychokinesis **ML** 10th
Slot armor **Price** 84,000 gp (DC 33) **Weight** 3 lbs
This heavily padded jacket is reinforced with diamond-patterned scaling in shades of grey, onyx and purple. The collar and shoulders are high and knife edged. The jackets seams illuminate with a dim azure radiance when the wearer calls upon powers from the *psychokinesis* discipline.

The Telekine Jack is a **+2 leather jacket of force resistance.** While wearing the Telekine Jack, the character may manifest either *concussive onslaught* or *shrapnel burst*, each augmented to the maximum degree possible for a 10th level manifester, twice each per day. The wearer can also manifest *shrapnel burst* once per day.

Construction
Requirements Craft Magic Arms and Armor, *concussive onslaught, energy resistance, shrapnel burst, telekinetic force*
Cost 42,000 gp (DC 31)

JACK, VOYAGER'S JACKET

Aura faint divination **CL** 3rd
Slot armor **Price** 2,550gp (DC 21) **Weight** 2 lbs
This light brown leather jacket has the logo of a major aerospace industry or stellar exploration megacorp emblazoned on the back. The leather is worn and rumpled, flaking away in places, but though the jacket looks weathered, it's still got lightyears of service left in it.

The Voyager's Jack is a **+1 leather jacket.**
While wearing the jacket, the character gains a +1 competence bonus on Pilot checks made to control air and space vehicles, as well as Appraise checks and Knowledge (local and technology) checks made concerning the aerospace industry, related megacorps and alien technology.

Construction
Requirements Craft Magic Arms and Armor, *timely inspiration*
Cost 1,275 gp (DC 18)

KARBONDUSTER

Aura faint transmutation **CL** 8th
Slot armor **Price** 14,500 gp (DC 27) **Weight** 4 lbs
A Karbonduster is a futuristic trenchcoat with a texture like glossy plastic. The matte black fabric is impregnated with weatherproof, and damage resistant carbon nanofibers. Luminous panels line the epaulets and run the length of the midline zipper, glowing a pulsating azure.

A Karbonduster is a **+2 expeditious buff coat.**

Special: Wearing a Karbonsuit provides the character with a +1 luck bonus on damage rolls with any weapon with Karbon- in the name.

Construction
Requirements Craft Magic Arms and Armor, *expeditious retreat, keen edge*
Cost 7,250 gp (DC 25)

KARBONEXO

Aura moderate transmutation **CL** 10th
Slot armor **Price** 112,000 gp (DC 34) **Weight** 30 lbs
The carapace of this matte black space suit is reinforced polymer over a dark grey, insulated body sleeve. The bulbous, transparent helmet is designed for maximum field of vision. Glowing blue lights illuminate the gauntlets, the life support controls on the breast plate, and the mission cameras on the edge of the helmet. An integrated set of maneuvering thrusters is built into the spinal plating and calf armor, its internal systems glowing with the same radiance.

A Karbonexo is a **+2 advanced spacesuit.** The Karbonexo provides the wearer with a Flight speed of 60 ft (average); in space the wearer gains a tactical speed of 4 hexes (or 2,000 ft with perfect maneuverability if not using SFRPG starship combat rules).

Special: Wearing a Karbonexo provides a constant *star ranging* effect with any ranged weapon with Karbon- in the name.

Construction
Requirements Craft Magic Arms and Armor, *military flight*, *star ranging*
Cost 56,000 gp (DC 32)

KARBONSUIT

Aura moderate illusion **CL** 10th
Slot armor **Price** 11,000 gp (DC 26) **Weight** 2 lbs
This tightfitting, matte black bodysleeve is accented by electric blue piping on the seams, and is usually worn open to mid-chest The Karbonsuit is stylishly retro-futuristic, with a 1980s aesthetic and flared padding at each shoulder. As the name implies, the Karbonsuit is woven from durable carbon nanofibers.

A Karbonsuit functions as **a +2 glammered spacer's jumpsuit.** The Karbonsuit is glammered to become a dark, stylish futuristic business suit, with the same retro-future look.

Special: Wearing a Karbonsuit provides the character with a +1 luck bonus on attack rolls with any weapon with Karbon- in the name.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, keen edge*
Cost 5,500 gp (DC 24)

KID POWER SUIT

Aura moderate illusion **CL** 10th
Slot armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs
A Kid Power Suit is a tight fitting and brightly colored bodystocking, emblazoned with a bold, monochromatic design on the chest. This insignia is as iconic and visually clear as an iPod app key, and represents the wearer's powers and aptitudes. This insignia is different for every person who dons the armor. The armor includes a pair of dull silver bracers and greaves, which act as integrated *Mag Boots.*

By default, the Kid Power Suit is a set of **+1 glammered action wear.** The Kid Power Suit can assume the form of any form of civilian attire, in any color and style the wearer desires.

Special: If the Kid Power Suit is worn by a creature that is either in the Small or smaller size category, or by a creature in the Young Adult age category or younger, it acts as **+2 glammered action wear** instead.

Construction
Requirements Craft Magic Arms and Armor, *disguise self*
Cost 2,500 gp (DC 21)

KING KARATE JUMPSUIT

Aura strong transmutation **CL** 10th
Slot armor and belt **Price** 90,500 gp (DC 33) **Weight** 5 lbs
The King Karate Jumpsuit is a sacred artifact to worshippers of Elvis Presley, the Uncrowned King. This fine silk jumpsuit includes is blinding white, with a chest and short red, blue or green cape decorated with a finely silk-screened print of a stalking tiger, curling Eastern dragon, or soaring phoenix. A black belt, denoting martial arts mastery, completes the outfit. Despite the jumpsuit's finery, it is remarkably easy to move (and fight) in.

The King Karate Jumpsuit functions as **+1 action wear.**

While wearing the King Karate Jumpsuit, if the wearer has Monk levels, she gains the special abilities and *ki pool* of a Monk two levels higher than normal. If the character is not a Monk, she gains the special abilities of a 2nd level monk.

The King Karate Jumpsuit has a special property, which is denoted by which animal print is silkscreened into the fabric. Each jumpsuit can have only one such special property. The King Karate Jumpsuit's special power is usable once per day.

- **Dragon:** As a swift action, the wearer receives a +10 morale bonus on Combat Maneuver Bonus and CMD for one minute.

- **Tiger:** As a swift action, become invisible as per *greater invisibility* for 1 minute.
- **Phoenix:** As a swift action, the wearer gains a Flight speed of 60 ft (good) and Fire Resistance 10 for one minute.

Construction
Requirements Craft Magic Arms and Armor, *righteous might* plus any one of the following, *beast shape II* (dragon), *greater invisibility* (tiger), *overland flight* (phoenix), creator must be a Monk
Cost 45,250 gp (DC 31)

KING VEGAS JUMPSUIT

Aura strong abjuration **CL** 15th
Slot armor and shoulders **Price** 228,000 gp (DC 37)
Weight 5 lbs
This ostentatious, flashy jumpsuit is modeled after the holy relics of Elvis Presley, Uncrowned King of Earth. The silk jumpsuit is probably a silvery white, but with all the sequins, rhinestones, gemstones ranging from precious to glass and silica trash, not to mention the huge golden belt buckle, it's hard to tell. The outfit is completed with a flowing cape with dramatically upswept collar.

The King Vegas Jumpsuit functions as **+3 action wear.**

The King Vegas Jumpsuit's dazzling decorations deflect cones, lines, rays and *magic missile* spells, rendering the wearer immune to such effect. There is a 30 % chance that a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

Construction
Requirements Craft Magic Arms and Armor, *spell turning*
Cost 114,000 gp (DC 34)

LAGNIAPPE GUARD

Aura faint illusion **CL** 5th
Slot armor **Price** 5,700 gp (DC 24) **Weight** 2 lbs
Most Lagniappe guild members prefer to fight unarmored, trusting to luck and speed, when a job seems more dangerous than usual, they might wear this specially modified, occult-enhanced ballistic vest. This light, concealable bullet proof vest is dyed a shadowy violet, and is honeycombed with multiple hidden pockets, palming wells and concealed weapon sheathes.

The Lagniappe Guard is a **+1 light ballistic vest of shadow.**

Special: If worn with a Lagniappe Sweat Cowl, this armor functions as a *+2 light ballistic vest of shadow* instead.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence*
Cost 2,850 gp (DC 21)

LEADEN COLLAR

Aura strong transmutation and universal **CL** 16th
Slot armor, neck, face and head **Price** 182,000 gp (DC 36)
Weight 30 lbs
Incredibly heavy and bulky, this thick lead collar fits around the throat like a gorget. Enormous iron rivets line the collar's circumference. A short scarf of black iron rings connects the collar to a lead half-mask that completely covers the wearer's face and lower jaw, like a muzzle. When the collar's protective spells activate, the mask fuses to the wearer's body, replacing their lower mandible with an articulated sculpture of dull, heavy metal.

The Leaden Collar functions as a **+4 deathless breastplate of heavy fortification.** Three times per day, the wearer can activate lead body via the Leaden Collar. While this spell is active, the wearer cannot speak or make any vocal noise, but their fused, blunt lead jaw gives them a natural bite attack that inflicts 1d10+STR modifier bludgeoning damage (20/x2). This bite attack counts as magic and adamantine for the purpose of overcoming damage reduction.

Construction
Requirements Craft Magic Arms and Armor, *death ward, lead body, limited wish*

LEATHERS, EXTREME

Aura moderate transmutation **CL** 10th
Slot none **Price** 12,800 gp (DC 26) **Weight** 15 lbs
This full body leather body-stocking is tightly fitted and machine tailored for maximum mobility and style. The suit has multiple overlapping leather pauldrons, stacked one atop the other, which protect the upper chest. Automatic injectors built into the high collar feed body-warping combat drugs directly into the wearer's blood stream at the first hint of danger.

Extreme Leathers are a set of **+1 balanced leather armor.** Extreme Leathers automatically generate up to three doses of ***Extreme Injector*** per day. The wearer can command the armor to inject the formula as a swift action. The Extreme Leathers cannot produce a dose of Extreme Injector within ten minutes of the creation of a previous dose.

Similar Items

A more advanced, space-worthy version of Extreme Leathers use *action wear* as the base armor. This high-tech variant costs around 16,000 gp (DC 28).

Construction

Requirements Craft Magic Arms and Armor, *bear's endurance, bull's strength, cat's grace, universal formula*

Cost 6,400 gp (DC 24)

LEATHERS, HELI-CYCLE

Aura strong transmutation **CL** 10th

Slot armor **Price** 30,000 gp (DC 30) **Weight** 5 lbs

These tightly fitted set of moto-cross racing leathers are lime green with golden piping. Racing equipment sponsor patches adorn the shoulders.

Heli-Cycle Leathers are a set of **+2 Battlechanger-defiant racing leathers**.

Once per day, the wearer can transform any motorcycle, hover-cycle or similar ground vehicle she is piloting as a move-equivalent action. The transformed motorcycle folds a complex rotor system out of its chassis, fitting around the pilot and providing the vehicle with a Flight speed of 500 ft (good) and a non-tactical flight speed of approximately 500 mph. The vehicle gains Hover as a bonus feat, and Drive remains the appropriate skill to control the vehicle. This transformation lasts for 10 minutes once activated.

Construction

Requirements Craft Magic Arms and Armor, *bird flight, military flight, summon monster I*

Cost 15,000 gp (DC 27)

LEATHERS, SUB-RACER

Aura strong transmutation **CL** 12th

Slot armor **Price** 48,800 gp (DC 31) **Weight** 5 lbs

These tightly fitted set of moto-cross racing leathers are a rich, midnight blue accented by lighter blue, seams and piping and shockingly white zippers and snaps. Racing equipment sponsor patches adorn the shoulders.

Sub-Racer Leathers are a set of **+3 Battlechanger-defiant racing leathers.**

Once per day, the wearer can transform any ground vehicle they are operating into a fully sealed submersible sea-craft. Even motorcycles, or open topped vehicles can transform in this manner, with additional protection for the driver and passengers appearing as part of the vehicle's transformation. The transformed vehicle gains a Swim speed equal to its land speed, and the ability to dive to a depth of up to 1,700 ft. This transformation lasts for up to one hour.

Construction

Requirements Craft Magic Arms and Armor, *amphibious vehicle, submersible vehicle, summon monster I*

Cost 24,400 gp (DC 29)

LEGACY SPACE SUIT

Aura faint abjuration and conjuration **CL** 9th
Slot armor **Price** 23,000 gp (DC 29) **Weight** 70 lbs
Though of modern construction, many of this military space suit's components were recycled and retrofitted from historic NASA suits, including the archaic American flag patch on the sleeve and a celebrated mission patch worn on the armored chest plate.

The Legacy Space Suit is a **+3 rallying, champion spacesuit.**

Construction
Requirements Craft Magic Arms and Armor, creator must be Human, *protection from evil, remove fear*
Cost 11,500 gp (DC 26)

LONGSTRIKE PLATE

Aura moderate transmutation **CL** 16th
Slot armor **Price** 47,500 gp (DC 31) **Weight** 55 lbs
This panoply of steel plate and mail is etched with complex, circuit-like glyphs on the abdomen and along the length of each limb. The pauldrons, greaves, gauntlets and hinged, scuplted faceplate are plated with a thin layer of hammered bronze. Despite its inflexible and bulky appearance, the armor's wearer has inhuman flexibility and can extend their body to incredible distances.

Longstrike Plate is a set of **+4 balanced full plate.** While wearing Longstrike Plate, the character gains Elasticity, Elastic Slap and Elastic Stilts as bonus feats. These feats are described in *Action Features!* and are reprinted in this sourcebook's appendix.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, enlarge person*
Cost 23,750 gp (DC 29)

MASTER ASSASSIN'S GARB

Aura strong necromancy and universal **CL** 17th
Slot armor and face **Price** 69,000 gp (DC 33) **Weight** 2 lbs
This loosely fit set of fighting silks is blacker than oil, save for the bone white gloves and tabi-like foot wear. The armor includes an all-concealing facemask of black and ivory silk cast into a demonic shape.

The Master Assassin's Garb is a set of **+5 glammered silken ceremonial armor of shadow.** Upon command, the armor can transform into a formal tuxedo and tails, complete with white silk gloves, crevette and a blood-red rose in the lapel. In this configuration, the wearer can choose whether or not to retain their shadowy face mask.

Once per day, the wearer can summon a ***+2 vorpal naginata.*** This magical weapon, with a jet black hilt and shining silver blade, remains in existence for one minute or until it is out of the wielder's hand for more than one round.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, disguise self, keen edge, invisibility, limited wish, silence*
Cost 34,500 gp (DC 30)

MIND QUEEN'S LINGERIE

Aura moderate clairsentience **CL** 11th
Slot armor **Price** 60,000 gp (DC 32) **Weight** 1 lb
This white silk corset is boned with actual whale bone, emulating the best Victorian corsets. It includes a full bustier, that makes even the petite woman seem glamorously busty when laced to its full, nearly suffocating tightness.

Mind Queen's Lingerie is a set of **+3 manifester, mindarmor battle lingerie.**

Special: If the wearer possesses the Busty Extreme trait, the Mind Queen's Lingerie's manifester property provides 5 pp rather than 3 pp; if she also possesses Mega-Busty, this property instead provides 7 pp.

Construction
Requirements Craft Magic Arms and Armor, *empty mind*

Cost 30,000 gp (DC 30)

MINER'S SPACESUIT

Aura faint divination **CL** 3rd
Slot armor **Price** 9,000 gp (DC 25) **Weight** 50-60 lbs
This durable, scuffed space suit is colored in drab, earthen shades of yellow, brown and grey. It looks like it's been through multiple wearers, and served each one well.

The Miner's Space Suit is a **+1 space suit.**
While wearing a Miner's Spacesuit, the character gains the Stonecutting racial property. Magi-tech readouts in the helmet alert the user if he comes within 50 ft of any subterranean mineral, petrochemical or water deposit.

Construction
Requirements Craft Magic Arms and Armor, *detect secret doors*
Cost 4,500 gp (DC 23)

MINING REINFORCEMENT

Aura moderate transmutation **CL** 9th
Slot armor **Price** 96,000 gp (DC 34) **Weight** 30 lbs
This heavy, impact scarred armor plating bolts onto a Battlechanger's chest and shoulders. The armor is painted with diagonal yellow and black hazard warnings. Slow but hard-grinding gearing and rock crushers are built into the pauldrons.

Mining Reinforcement functions as a **+1 blow-off, grinding breastplate.** While wearing the Mining Reinforcement, the character benefits from the *stonecutting* racial property. In addition, while in robot-mode, the wearer gains a Burrow speed of 10 ft, but can burrow through solid stone, metal or worked stone as easily as loose and unworked earth.

Special: Only Battlechangers with a Ground Worker alt-mode can benefit from this magic armor.

Construction
Requirements Craft Magic Arms and Armor, *break, keen edge, transmute rock to mud*
Cost 48,000 gp (DC 31)

NECKLACE CHITIN, BIOGUARDIAN

Aura moderate transmutation **CL** 7th
Slot armor **Price** 7,200 gp (DC 25) **Weight** 52 lbs
Bioguardian Chitin is specifically designed to augment and stabilize Nemesis-bloodline biology. This sleek chitin suit of plate mail is sleek and streamlined, forged from the hollowed out carapace of xenoforms native to the Inner Necklace. Bioguardian Chitin is most commonly encountered as a sleeveless set of jade plate mail, which has a corset like abdominal plate, that exposes the shoulders and upper breast, designed for superior mobility.

Bioguardian Chitin function as a set of **+1 stanching agile half-plate.** The armor's natural and non-metallic construction allows it to be worn by Druids.

If worn by a creature of either the Nemesis bloodline or who possesses the Anthro subtype, Bioguardian Chitin gains the ***defiant*** property. The Bioguardian Chitin's defiant property activates against creatures of the Genesis bloodline as well as creatures with either the cyborg or Battlechanger subtypes.

Construction
Requirements Craft Magic Arms and Armor, creator must either be an Anthro or possess the Lifespawn subtype, *stabilize, cure critical wounds, summon monster I*
Cost 3,600 gp (DC 22)

NECKLACE CHITIN, INNER

Aura moderate transmutation **CL** 9th
Slot armor **Price** 66,000 gp (DC 32) **Weight** 60 lbs
Nemesis bio-technology is common throughout the Inner and Outer Necklaces, and on many worlds, all technology is alive to one degree or another. Inner Necklace Chitin is living powered armor based in part on Nemesis-bloodline insectoid anatomy. The sleek, glass-smooth armor is formed of overlapping plates of golden chitin stronger and more durable than titanium. Jet black tiger stripes ringing the biceps, abdomen and shoulder plating testify to the living armor's potential danger. A crescent of black and gold thorn rises from the shoulder blades; the armor's fully enclosed helm is a trapezoidal golden seedpod studded with small but perceptive black and crimson photophores.

Inner Necklace Chitin functions as a **+3 bolstering grade-I powered armor.** The armor's natural and non-metallic construction allows it to be worn by Druids.

Special: If the Inner Necklace Chitin is worn by a Lifespawn of the Nemesis bloodline, the armor integrates itself fully with the wearer's biology, granting a Flight speed of 250 ft (good). However, each time the wearer dons the armor, he or she suffers 1d3 temporary CON damage, as the armor acts as a dangerous parasitic lifeform. The subject cannot suffer this damage more than once per 24 hour period.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Nemesis) feat, *heroism, military flight*
Cost 33,000 gp (DC 30)

NECKLACE CHITIN, OUTER

Aura faint transmutation **CL** 3rd
Slot armor **Price** 11,250 gp (DC 26) **Weight** 35 lbs
Some of the finest armor ever forged comes from the Nemesis-dominant ecosystems of Phallus Space. Using biologically derived glue and solvents, even technologically primitive cultures can construct extremely nimble armor from the discarded shells of the enormous beetles and arachnids that call their worlds home. Outer Necklace Chitin uses chitin culled from sea-green and navy blue insectoids as the basis for one of the most advanced designs of plate and mail in known space.

Outer Necklace Chitin functions as **+2 full plate.**

The armor's natural and non-metallic construction allows it to be worn by Druids. Designed with superior maneuverability in mind, Outer Necklace Chitin does not reduce the wearer's base landspeed, and is considered to be Medium, rather than Heavy armor.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Nemesis) feat
Cost 5,625 gp (DC 24)

NEMESIS WEAVE

Aura strong transmutation **CL** 14th
Slot armor **Price** 68,000 gp (DC 33) **Weight** negligible
The Nemesis bloodline is known for its fierce carnality, vigor and passion. Nemesis Weave is living, symbiotic fiber, black and slick like oil, which bonds to the body and alters the wearer's genome – accentuating the best qualities of their Nemesis heritage.

Only a female Lifespawn of the Nemesis bloodline can wear Nemesis Weave. Nemesis Weave functions as a set of **+2 grinding war ribbons of determination.** The Weave's grinding property is granted by long bone spines that protrude through the enchanted cloth and the wearers body when she is angered.

While wearing the Nemesis Weave, the wearer is under a constant fertility control and comfortable act effect, and can bear viable offspring with virtually any living, intelligent creature. The wearer gains a +4 racial bonus on Perform (sexual) checks. Such hybrids always possess Awakened Heritage (Nemesis) as a racial bonus feat.

In addition, once per day, the wearer can transform into a fearsome warform for up to fourteen minutes. In this form, the wearer's skin becomes a glossy black, horned carapace. While in her warform state:

- The wearer gains a +6 natural armor bonus to AC and gains Immunity to Acid.
- The wearer gains Fast Healing 10 (electricity, fire).
- The wearer gains two claws as primary natural attacks (1d8+STR modifier slashing, 19-20/x2). The armor's Grinding property increases its damage output to match a claw attack.
- The wearer gains a bite attack as a secondary natural attack (1d6+1/2 STR modifier slashing plus 1d6 acid, 20/x2)
- The wearer gains the Amphibious special quality.
- The wearer gains Climb and Swim speeds equal to her base land speed.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Lifespawn of the Nemesis bloodline, *breath of life, comfortable act, fertility control, keen edge, polymorph*

Cost 34,000 gp (DC 30)

NIGHT CHITIN

Aura moderate illusion and transmutation **CL** 9th
Slot armor **Price** 26,000 gp (DC 29) **Weight** 48 lbs
An elegant set of plate is manufactured from dull steel-colored chitin held together by potent alchemical glues rather than rivets and mail. The greaves and gauntlets are a darker greyish-black shell, scoured until it is matte. The armor is silent, and comfortable to wear.

Night Chitin functions as a set of **+3 creeping agile half-plate.** While wearing Night's Chitin, the character gains Darkvision 60 ft, or improves existing Darkvision by 30 ft. Night's Chitin is non-metallic and may be worn comfortably by Druids.

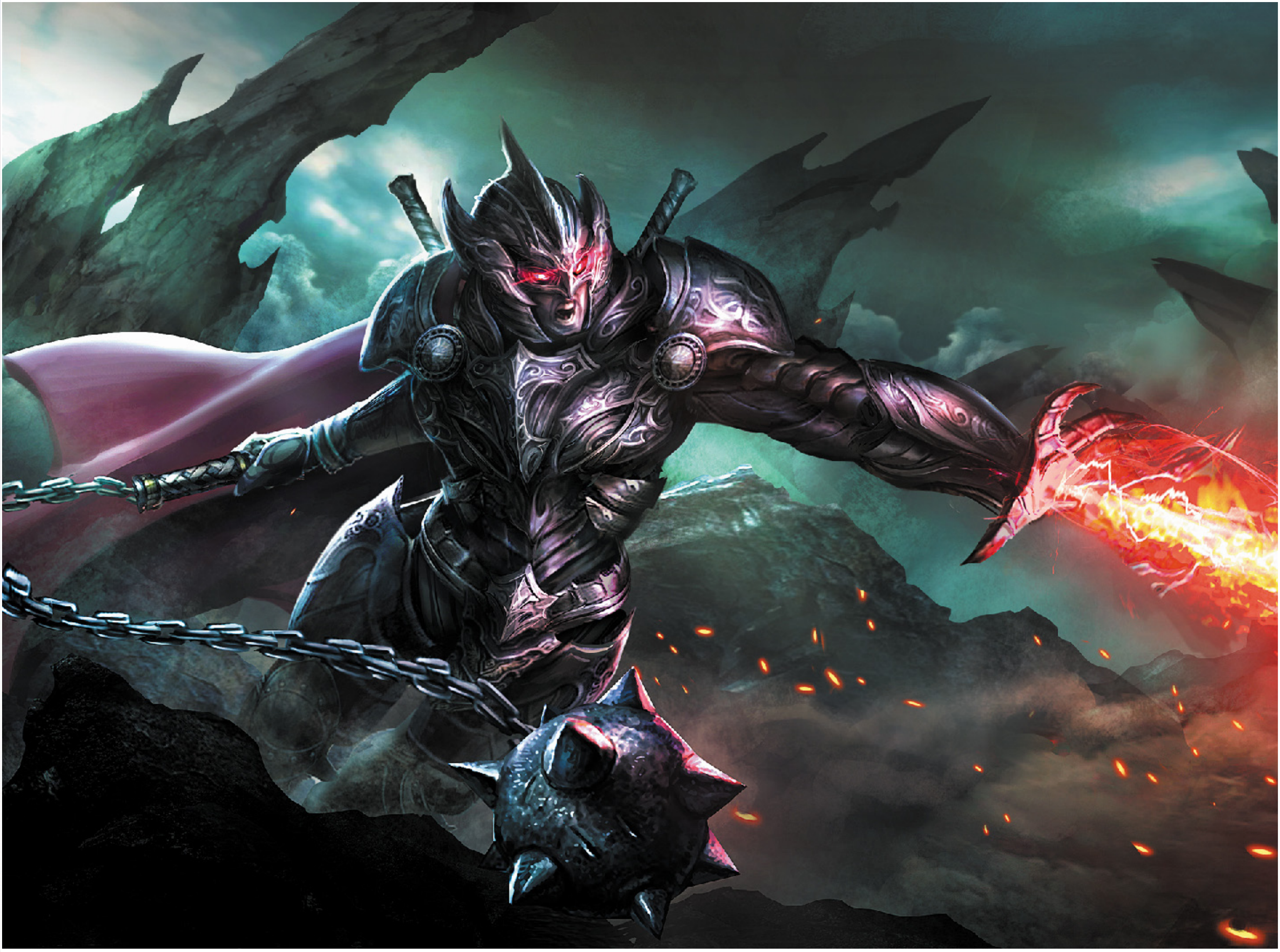
Construction
Requirements Craft Magic Arms and Armor, creator must be a Mantid or insectoid Anthro, *cat's grace, darkvision, invisibility,*
Cost 13,000 gp (DC 27)

NIGHT SKIN

Aura strong transmutation **CL** 10th
Slot armor, body and head **Price** 70,500 gp (DC 33)
Weight 10 lbs
The Night Skin is a thin yet durable body sleeve, black and shining like obsidian. A thin cowl and mask, made of the same glossy black synthetics covers the face, but clings tightly to muscle and flesh. At the major joints and the gloves and tabi-like boots, the Night Skin has the texture of naked muscle. The Night Skin clings so tightly, normal clothing and magic items in the *body* slot cannot be worn beneath.

The Night Skin is a **+4 balanced, brawling sprint suit-III utility bodystocking of greater shadow.** The Night Skin's integrated filtration mask provides the armor with the *CBR Resistant* mundane armor property.

The Night Skin's wearer is under a constant *featherfall* effect. Up to three times per day, the wearer can cause the armor to sprout short, crimson gliding wings connecting the torso to the arms, which grant the armor a Flight speed of 120 ft (good), for up to 10 minutes per activation. Activating this ability is a move action.



Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cat's grace, invisibility, military flight, silence*
Cost 35,250 gp (DC 30)

NIGHT WEAVE

Aura faint abjuration **CL** 5th
Slot armor **Price** 18,500 gp (DC 28) **Weight** 2 lbs
This seductive, diaphanous gown is woven from smoke-grey threads. It clings tightly to the body, barely hiding its charms.

Night Weave functions as **+1 battle lingerie.** Three times per day, the wearer can cast *darkness,* centered on her self. The wearer can always see perfectly within this darkness. While in any area of dim illumination or darkness, the Night Weave also gains the **pleasure resistance** magical armor property.

Construction
Requirements Craft Magic Arms and Armor, *darkness, resist energy*
Cost 9,250 gp (DC 25)

OVERLORD PLATE

Aura moderate abjuration and necromancy **CL** 11th
Slot armor **Price** 111,000 gp (DC 34) **Weight** 90 lbs
This impressive, dangerous armor is a shining steel fortress- one of the finest powered armor in the galaxy. Overlord armor is a modern form of full plate built over artificial pseudo-musculature powered by chemo-atomic batteries in the hip pods. Razors and killing spikes jut from every flat surface of the armor, and a flowing cloak trails behind the wearer. Emperors and conquers wear Overlord Plate, as do wanna-bes.

Overlord Plate is **+2 grade I powered armor of Greater Pleasure Resistance.**

The Overlord Plate is fitted with a set of **+2 heartseeker armor spikes.** While wearing Overlord Plate, the character is treated as possessing the Frightful Presence and Fearsome Violence feats.

Construction
Requirements Craft Magic Arms and Armor, *cause fear, death knell, resist energy*
Cost 55,500 gp (DC 32)

Pain Dancer's Corset
Aura moderate transmutation **CL** 5th
Slot armor **Price** 10,950 gp (DC 26) **Weight** 2 lbs
If you can feel the sharpness of a blade or the heat of a bullet the moment the edge touched your fur, and knew you could nimbly twist yourself clear, would you bother with bulky, restrictive body armor? Or would you wear something as eye-catching as this tightly laced, traditional ebony and violet corset over your pelt? Style has to count for something.

The Pain Dancer's Corset is a set of **+1 brawling, expeditious battle lingerie.**

Once per day, the wearer can reduce the damage of a successful attack against her to the minimum. For instance, if hit with an attack inflicting 2d6+3 damage, this attack would inflict 5 points of damage against the target. The wearer must decide to activate this feature, as an immediate action, before damage dice are rolled.

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, bull's strength, expeditious retreat*
Cost 5,475 gp (DC 24)

PATRIOT SCALE

Aura faint abjuration and enchantment **CL** 8th
Slot armor **Price** 31,500 gp (DC 30) **Weight** 28 lbs
The overlapping, fish-like scales of this masterfully made scale mail are forged from various red, white and blue alloys of enchanted steel. The scales are assembled in a Stars and Stripes pattern.

Patriot Chain is **+3 bolstering, champion scale mail.** While wearing Patriot Chain, the character gains a +2 enhancement bonus to their STR score.

Similar Items

The late 1970s saw a ton of variant ***Patriot Jacks*** produced to celebrate the Bicentinnal. These red, white and blue vinyl windbreakers have wide disco-style lapels and wouldn't look out of place on Evel Kineval's shoulders. Aside from the use of a *leather jacket* rather than *scale mail* as the base armor, the items work identically and have identical cost and construction requirements. They only weigh a pound or so.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, heroism*
Cost 15,570 gp (DC 28)

PET HOODIE

Aura moderate conjuration **CL** 9th
Slot armor **Price** 9,500 gp (DC 25) **Weight** negligible
Pet Hoodies are embarrassingly kawaii zip-up hoodies that come in shades of grey, green and pink. They all have stuffed animal ears poking out on either side of the hood and a voluminous pouch at the front of the jacket that's big enough to hold a household pet.

The Pet Hoodie is effectively a **+1 hostelling school uniform.**

Construction
Requirements Craft Magic Arms and Armor, *secret chest*
Cost 4,750 gp (DC 23)

PLASTI-MED ARMOR

Aura faint conjuration **CL** 3rd
Slot armor **Price** 7,700 gp (DC 25) **Weight** 2 lbs
Plasti-Med Armor is a tight-fitting set of pale green and white scrubs, made out of a slick and shiny polymer. The armor's chest and biceps are emblazoned with instantly recognizable, bright red glyphs that are recognized galaxy-wide as medic identifiers.

Plasti-Med Armor is a **+1 spacer's jumpsuit.** The armor's enchantment provides a +5 competence bonus on Heal/ Treat Injury checks.

The wearer can use any of these abilities, as a first level cleric, once per day.
- *Cure Light Wounds*
- *Deathwatch*
- *Sanctuary*

The wearer can also use *Prestidigitation* to sterilize a touched object or creature at will.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, deathwatch, sanctuary, prestidigitation*
Cost 3,850 gp (DC 22)

POLICE JUMPSUIT

Aura faint abjuration **CL** 3rd
Slot armor **Price** 2600 gp (DC 21) **Weight** 2-3 lbs
Police forces patrolling the most crime-ridden parts of America have traded traditional uniforms for lightly armored jumpsuits. Detroit's mutant-control officers wear dark grey field uniforms with removable precinct patches on the sleeves, while the LAPD has just gone to intimidating new black uniforms.

A Police Jumpsuit is a **+1 spacer's jumpsuit.** A Police Jumpsuit can be worn with any Ballistic Vest armor, stacking their equipment bonuses to AC and magical/psionic qualities, if any. This is an intentional exception to the general rule that only one armor can be worn at a time.

Construction
Requirements Craft Magic Arms and Armor, *mage armor* or *shield*
Cost 1,300 gp (DC 18)

POWER SUIT

Aura moderate transmutation **CL** 10th
Slot armor, body, gloves and boots **Price** 24,600 gp (DC 29) **Weight** 125 lbs
The Power Suit is a strength-enhancing space suit common throughout the galaxy. Power Suits come in a wide variety of color schemes and decos, which often indicate the wearer's profession or role on a starship crew. Power Suits are very tight fitting, with a texture like striated muscle fiber. A control panel and power cells are mounted on the breast plate, feeding power to glowing piping on the limbs. The Power Suit is equipped with a featureless, reflective visor, often in chrome or smoked glass.

The Power Suit is set of a **+2 grade I powered armor.** The Power Suit provides the wearer with a +4 competence bonus on all Profession (space related, engineering or blue collar) checks.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 12,300 gp (DC 26)

POWERED EXOSKELETON

Aura strong abjuration **CL** 13th
Slot armor **Price** 165,000 gp (DC 36) **Weight** 400 lbs
The Powered Exoskeleton is a bulky, industrial-grade exoskeleton driven by powerful pneumatics and Kevlar pseudo-muscle fibers. The exoskeleton is usually painted a striking Caterpillar yellow, accented by harsh black and red safety symbols. A rack of flashing warning lights rests above the padded cranial rest; the pilot is protected by an enclosed ballistic glass cockpit resembling the control cabin of a massive forklift or similar device. The Powered Exoskeleton is fitted with a variety of industrial tools and powerful pneumatic pinchers.

The Powered Exoskeleton is a set of **+2 grade III powered armor of heavy fortification**. While piloting the Powered Exoskeleton, the wearer benefits from the *Powerful Build* racial trait.

Weapons

The Powered Exoskeleton is equipped with a set of *+1 emergency scissors* on the left arm, and a *+1 keen chainsaw* on the right arm. The Powered Exoskeleton's pinchers inflict 3d6+6 bludgeoning damage (20/x2) on a successful hit. The Powered Exoskeleton can only wield one of these weapons at any given time.

The Powered Exoskeleton is also equipped with a plasma welder in the right forearm. The Powered Exoskeleton's pneumatic pinchers provide the pilot with the Improved Grab and Constrict special qualities.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, enlarge person, keen edge* (for integrated weapons), *limited wish* or *miracle*
Cost 82,500 gp (DC 33)

POWERLINK EXO-SUIT

Aura strong abjuration and transmutation **CL** 13th
Slot armor **Price** 36,000 gp (DC 30) **Weight** 45 lbs
This cybernetic exo-skeleton is designed to allow humanoids to function as symbiotic partners for Battlechanger mecha, blurring the lines between man and mech. These well-made exo-skeletons mimic Battlechanger anatomy and are basically human-scale mecha. While worn, the human inside can contort themselves to transform into a Powerlink component- the armor subtly modifies the humanoid form so such transformations are painless and essentially harmless.

Each Powerlink Exo-Suit functions as a **+1 advanced spacesuit of light fortification.** Each Powerlink Exo-Suit provides the wearer with either the *Powerlink Engine Module* feat, or the *Powerlink Head Module* feat. The wearer is if possessing the minimum ability score necessary for this feat for purpose of Powerlinking rather than their own if their ability scores are lower. The creator chooses which feat the Powerlink Exo-Suit provides at the time of creation. The wearer is treated as if possessing the Battlechanger subtype while the armor is worn.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *limited wish, powerlink bio-implants*
Cost 18,000 gp (DC 28)

POWERLINK EXO-SUIT, MASTER GRADE

Aura strong abjuration and transmutation **CL** 13th
Slot armor **Price** 110,000 gp (DC 34) **Weight** 75 lbs
This larger and more aggressively styled exo-suit is designed to dominate Battlechangers as a bio-mechanical parasite. These suits often incorporate samurai-esque flourishes crowning the helm of the fearsome robotic head the armor transforms into. The armor is usually darkling chrome, accented by brighter, threatening colors and impressive bio-light displays on the chest plate and pauldrons.

The Master Grade Powerlink Exo-Suit functions as a **+3 grade-I powered armor of moderate fortification.** The armor provides the wearer with the *Powerlink Head*

Module feat as well as the *Powerlink Head Mastery* feat, allowing them to dominate Battlechangers who fail a DC 20 WILL Save, as per the feat's description.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *limited wish, powerlink bio-implants*
Cost 55,500 gp (DC 32)

POWERLINK EXO-SUIT, TRIGGER GRADE

Aura strong abjuration and transformation **CL** 13th
Slot none **Price** 75,000 gp (DC 33) **Weight** 13th
This exo-suit is designed to transform into a high-energy booster unit for advanced energy weapons. The armor is specially heat-resistant and includes high temperature ceramic composite plating. Energy discharge systems are built into the armor's spinal plating.

The Trigger Grade Powerlink Exo-Suit functions as a **+1 advanced spacesuit of Fire Resistance and light fortification.** The armor provides the wearer with the *Powerlink Engine Module* feat and *Powerlink Weapons Booster* feats.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *energy resistance, limited wish, powerlink bio-implants*
Cost 37,500 gp (DC 31)

PRIVACY SMART-SUIT

Aura moderate transmutation **CL** 5th
Slot armor **Price** 33,500 gp (DC 30) **Weight** 4 lbs
The Privacy Smart-Suit is a next-gen wearable computer rig that wears and fits like a well tailored business suit. The Privacy Smart-Suit is a smoke-grey business suit with thin, almost vestigial collars, and a darker grey circuit motif embossed on each breast. The suit is worn with a white silk dress shirt with similar lines and no tie.

The Privacy Smart Suit functions as a **+1 smartsuit second skin** and includes an upgraded *+3 palmtop computer*.

While wearing the Privacy Smart Suit, the wearer is under a constant *machine invisibility* effect; the wearer can 'white list' specific machines to not be affected by this spell as an immediate action. In addition, the wearer is aware of any concealed microphones, bugs, or similar recording devices within a 30 ft radius.

The Privacy Smart Suit allows the wearer to make Computer Use checks as a standard action (if normally longer), at no penalty while wearing the armor.

Similar Items

The ***Privacy Smart-Shawl*** is a crimson or ochre silk shawl with off-white fringes, decorated in a complex, subtly reflective pattern of silvery meanders and cubes, that forms an intricate QR code which spoofs modern surveillance technology. The Privacy Smart-Shawl is not armor and provides no armor class bonus; it occupies the neck slot. A Privacy Smart-Shawl has a purchase price of 31,200 gp (DC 30).

Construction
Requirements Craft Magic Arms and Armor, *dataread, datawipe, electronic sweep, machine invisibility*
Cost 16,750 gp (DC 28)

PSI-NINJA'S PANOPLY

Aura strong illusion, transmutation and faint psychokinesis **CL** 10th
Slot armor and weapon **Price** 84,900 gp (DC 33)
Weight 35 lbs
A symbol of unwavering dedication and iron resolve, this armor is presented to psi-capable assassins and bodyguards to show both their their duty and their prowess. This armor is styled on the traditional samurai's o-yoroi, but is made of ultra-light, modern composites and assembled with cutting edge occult fabrication techniques. For stealth, the armor is a matte, smoke grey accented with navy and cerulean.

A Psi-Ninja's Panoply is a **+3 creeping o-yoroi of improved shadow.** The right gauntlet of the armor is fitted with a ***+2 crystalline hilt*** *(Ultimate Psionics).*

Construction
Requirements Craft Magic Arms and Armor, Craft Crystalline Focus, ability to manifest a *mindblade*, *cat's grace, invisibility, silence*
Cost 42,450 gp (DC 31)

QUANTUM FINERY

Aura strong abjuration **CL** 15th
Slot armor and body **Price** 322,000 gp (DC 38)
Weight negligible
Before it is donned, this extradimensional armor displaces most of its component mass, and appears as a tiny silver sphere, like a ball bearing that floats exactly three inches above any surface it is placed upon. When donned, the Quantum Finery coats the entire body of the wearer like a thin spray of gleaming, mirrored silver, outlining every contour of their body, save for parts of the face and perhaps

the digits of one hand. Quantum Finery displaces anything worn beneath it, including ordinary clothing, into a non-dimensional space until the armor is undonnned.

Quantum Finery functions as a **+4 mirrored personal aura (medium) of spell resistance 19.** While wearing Quantum Finery, the wearer also gains Force Resistance 10. While wearing Quantum Finery, the character may add her INT modifier as an insight bonus to Armor Class, as well as WILL Saving throws. However, the wearer cannot benefit from morale bonuses, nor can she use any CHA-based skills while the Quantum Finery is worn, as her emotional pathways are deadened.

Construction
Requirements Craft Magic Arms and Armor, *mind blank, spell resistance, spell turning* creator must have the Awakened Heritage (Genesis or Singular) feat *or* be a Shiftteel Symbiont
Cost 161,000 gp (DC 35)

RAIDSTAR ARMOR

Aura strong abjuration **CL** 18th
Slot armor and head **Price** 146,200 gp (DC 35)
Weight 90 lbs
Raidstar Armor is top-of-the-line occult-tech combat armor. This extremely bulky, heavily armored space suit is basically a bipedal tank, with a low, bulbous profile. The armor is constructed from fiery red and gold alloys, emblazoned with military heraldry and striped black rank insignia on the right forearm and shoulder guard. The armor's transparent visor is set low in the shoulder housing, giving the suit a bullnecked appearance; a retractable durasteel face plate is lowered for extra protection in combat.

Raidstar Armor is a **+5 armored space suit of invulnerability.**

While wearing Raidstar Armor, the character gains a +1 insight bonus on all ranged attack rolls, and any ranged weapons wielded are affected as if by the spell *Infinite Ammunition.* Firing a ranged weapon while wearing Raidstar Armor never provokes attacks of opportunity from adjacent opponents.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, greater polymorph, stone skin, true strike, wish*
Cost 73,100 gp (DC 33)

RAMPART PLATE

Aura strong universal **CL** 13th
Slot none **Price** 113,250 gp (DC 34) **Weight** 47 lbs
This green and gold *occult-tech* armor is worn as a badge of honor and trust by well-trained knights. A simple green steel cuirass is reinforced with heavy bronze plating. Intentionally designed to be asymmetric, the wearer's 'off shoulder' is protected by a bulky, bulbous armor plate studded with three or four inch blunted screws. A retractable clockwork gorget and integrated faceplate protects the wearer's throat and jaw, deploying from the armor's breast plate with a series of low clicks when needed.

Rampart Plate is **+4 agile half-plate.**

When worn with any shield, the asymmetrical design of the Rampart Plate provides the character with an additional +2 shield bonus to AC, which stacks with that of the shield. In addition, the Rampart Plate provides the wearer with the *space suit* mundane armor property. Three times per day, by by touching a jeweled stud over the pauldron as a standard action, the wearer can activate occult-tech forcefield projectors built into the armor.

This armor provides the wearer with a +4 deflection bonus to Armor Class, as well as negating the effects of 1st through 3rd level spells. This glistening, golden aura remains in place for three minutes once activated.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, lesser globe of invulnerability, limited wish*
Cost 56,625 gp (DC 32)

RAT RIDER'S CUT

Aura moderate conjuration **CL** 8th
Slot armor **Price** 14,500 gp (DC 27) **Weight** 3 lbs
The *Rat Riders* are a shockingly tough outlaw motorcycle club whose members are exclusively rat, mouse and rodent Anthros, though they occasionally let a squirrel or rabbit Anthro patch into the club if they're tough enough. The Rat Rider's sleeveless cut-down leather vests, decorated with a bold yellow and red sneering rat center patch, are highly prized- a member would sooner cut off his own arm than give up these occult-tech colors.

The Rat Rider's Cut is **a +2 brawling leather jacket.** Up to three times per day, the Rat Rider's Cut can summon a heavy duty motorcycle statistically similar to a Harley-Davidson FLSTF Fat Boy (D20 Modern, pg 124-125) with a custom *Rat Rider MC* paintjob. The motorcycle remains in existence for one hour per summoning, or until a non-Rat Rider mounts the motorcycle- the wearer cannot use this summoned motorcycle to carry a non-Rat Rider passenger.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, ghost chassis,* creator must have 5+ ranks in Drive

Cost 7,250 gp (DC 25)

REGENT'S ARMOR

Aura moderate transmutation **CL** 10th
Slot armor **Price** 57,550 gp (DC 32) **Weight** 5 lbs
These finely constructed starsuits are a symbol of wealth, rank, power and privilege. The armor-weave undersuit is a rich auburn, and the non-conductive alloy hardpoints at the pelvis, breast, spine and extremities are burnished gold. Intricate and endlessly complex fractal patterns are etched into the hard armor, and large softly rounded jewels decorate the breast plate.

Regent's Armor is **+3 righteous action wear.** While wearing the armor, the character gains a +6 competence bonus on Diplomacy, Knowledge (civics) and Knowledge (local) checks, as the armor whispers social protocol and locational data into their subconscious.

Construction
Requirements Craft Magic Arms and Armor, *righteous might*
Cost 28,775 gp (DC 29)

ROCKER ARMOR

Aura moderate abjuration **CL** 7th
Slot armor **Price** 27,930 gp (DC 29) **Weight** 20 lbs
This neon orange and blinding yellow set of armor is issued to mercs serving as Outlaw Sex Station 09 bodyguards and/or roadies. Massive, throbbing stereo speakers are placed in the armor's shoulder pads, between the shoulder blades and on the breast. Rocker Suits for female mercs tend to be a bit more revealing.

Rocker Armor is a set of **+2 star leathers of improved sonic resistance.**

Rocker Armor absorbs the first 20 points of Sonic damage the wearer would suffer from any given attack. While wearing Rocker Armor, the character inflicts an additional dice worth of damage with any Musical or Superior Musical weapon that inflicts Sonic damage.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 13,965 gp (DC 27)

ROCKER BIKINI

Aura faint abjuration and transmutation **CL** 5th
Slot armor **Price** 22,750 gp (DC 29) **Weight** negligible
The Rocker Bikini is a less durable and less-restrictive version of the standard issue *Rocker Armor*, only ever fitted to female mercs and Outlaw Sex Station DJs. This skimpy yellow and orange two piece includes stereo-speakers on each breast and a smaller, bass speaker over the crotch, right where the bass vibrations are going to do the most good. Low-grade forcefield projectors built into the speakers provide a little better protection than a bikini normally would.

The Rocker Bikini is a set of **+1 battle lingerie of sonic resistance.**

The Rocker Bikini absorbs the first 10 points of Sonic damage the wearer would suffer from any given attack. While wearing the Rocker Bikini, the character inflicts an additional dice worth of damage with any Musical or Superior Musical weapon that inflicts Sonic damage.

Construction
Requirements Craft Magic Arms and Armor, *musical warrior, resist energy*
Cost 11,375 gp (DC 26)

ROCKET RANGER SPACESUIT

Aura moderate transmutation **CL** 12th
Slot armor **Price** 56,000 gp (DC 32) **Weight** 45 lbs
Can a space suit simultaneously look like a costume from a 1950s drive-in space epic and like pragmatic, high-efficiency body armor? This suit can. The Rocket Ranger suit comes in a variety of bold colors, with chromed out epaulets and fittings, a durable bubble helmet and bulky jet pack with decorative rings and fins on the maneuvering jets.

A Rocket Ranger Spacesuit is a **+2 champion advanced spacesuit.** The Rocket Ranger Spacesuit's built-in jet pack provides the wearer with a flight speed equal to four times (4x) their base land speed with average maneuverability. Any one handed energy weapon wielded by the character has its range increments increased by 10x.

Construction
Requirements Craft Magic Arms and Armor, *military flight, protection from evil, star ranging*
Cost 28,000 gp (DC 29)

SECRET SUIT

Aura moderate conjuration **CL** 9th
Slot armor (ring in inactive state) **Price** 12,700 gp (DC 26) **Weight** negligible
This skintight, Kevlar and genetically engineered spidersilk body stocking is brightly colored and superheroically decorated. With a thought, the Secret Suit compresses down to the point it can be concealed within a specially designed ring.

The Secret Suit is a **+2 secondskin.** With a thought, the wearer can remove the Secret Suit or don it. In the armor's inactive state, it has negligible weight and occupies the ring, rather than the armor slot. Donning or undonning the suit by shifting between armor and ring forms is a move-equivalent action.

A Secret Suit's coloration and style are highly mutable. Merely by concentrating for an hour while wearing the Secret Suit in its armor state, the wearer can change the appearance of the armor, though its capabilities do not change.

Construction
Requirements Craft Magic Arms and Armor, *secret chest*
Cost 6,350 gp (DC 24)

SENATORIAL PLATE

Aura moderate abjuration **CL** 8th
Slot armor **Price** 13,600 gp (DC 27) **Weight** 50 lbs
In the ancient days of the Second Iteration, this angular chrome breast plate was a badge of office and duty. This heavy armor covers the breast, abdomen and shoulders with angular silver plating, magnetically adhered to a durable under-plate layer that is either brick red or the blue of clean sky.

Senatorial Plate functions as **+2 arrow catching half plate.** The Senatorial Plate unlocks additional power when worn by a Lifespawn creature from one of the following bloodlines: Fencers, Gazelle or Senators.
When worn by one of these Lifespawn, the Senatorial Plate merges with the wearer's body, the armor's maximum DEX Bonus becomes +3, and the armor check penalty is improved to -4. The wearer gains either Improved Unarmed Strike or Shield Proficiency as a bonus feat while the armor is worn, and if they possess either feat, they can substitute one feat that has either as a prerequisite.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Fencers, Gazelle or Senators) feat**,** *entropic shield*
Cost 6,800 gp (DC 24)

SHIELD, ANTHRO-SOUL

Aura strong transmutation **CL** 12th
Slot shield **Price** 38,800 gp (DC 31) **Weight** 6 lbs
These fine steel and glass shields resemble blunt edged pentagons, and consist of a strong, metallic backing and frame girding an enchanted mirror that forms the shield's face. Within this ensorcelled mirror, an illusory beast paces and roars silently, like a tiger within a cage.

Each Anthro-Soul Shield is a **+2 blinding light steel shield.** Each shield of this type holds a particular animal or magical beast spirit totem, which is almost always a large, impressive creature such as a lion or elephant or more exotic creature. Once per day, as a standard action, the wearer can touch this shield and wrap themselves in a gleaming illusory corona resembling this creature. This functions as *beast shape IV* save that the shield's wielder is visible within this animal, floating in a fetal position within a glowing animalistic shape, with the Anthro-Soul Shield floating at the 'spine' of the energy beast, and otherwise functions identically to the spell.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Anthro, *beast shape IV, searing light*
Cost 19,400 gp (DC 28)

SHIELD, BANNER

Aura faint abjuration **CL** 8th
Slot shield **Price** 17,000 gp (DC 28) **Weigh**t 9 lbs
Psi-Watch has provided brightly painted, extensively customized and perfectly balanced shields to select squad commanders and line officers since it was just a department in OSS during World War II. The tradition remains in place even fifty years later. Banner Shields are expertly machined using adamantine alloys. Each is individually painted with spectacular colors. During WWII these shields were often decorated with stunning 'nose cone girls' similar to aircraft deco, and today they are emblazoned with unit colors or bright, patriotic designs.

A Banner Shield is a **+2 rallying, ranged light steel quickdraw shield**. It is forged from adamantine, and in addition to its occult-tech qualities, functions as a Cavalier's *banner*.

Construction
Requirements Craft Magic Arms and Armor, *far hand, remove fear*
Cost 8,500 gp (DC 25)

SHIELD, POINT DEFENSE

Aura strong transmutation **CL** 12th
Slot shield **Price** 18,600 gp (DC 28) **Weight** 40 lbs
Warriors of the Lifechain often wield grav-stabilized floating shields that drift a few inches from them at all time, emblazoned with the colors of their bloodline. These shields are often sculpted in atypical, geometric shapes, often with smaller components floating near the main armor plating.

A Point Defense Shield functions as a **+2 animated tower shield** while wielded by a character with the Lifespawn subtype. Unlike standard animated shields, the Point Defense Shield can remain animated indefinitely when loosed to defend its wearer.

Special: A Point Defense Shield only functions for a wearer with the Lifespawn subtype. It is treated as a masterwork tower shield by other creatures.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage feat, *animated objects*
Cost 9,300 gp (DC 25)

SHIELD, SPACE-HERO'S

Aura faint abjuration **CL** 5th
Slot shield **Price** 4,500 gp (DC 23) **Weight** 5 lbs
This relatively small shield is an elongated triangle with blunted edges, and is composed of translucent golden polymer. Rather than painted heraldry, a heroic symbol is etched into the polymer as a low relief.

A Space-Hero's Shield functions as a **+1 light steel shield**, though it is completely non-metallic in construction. While the Space-Hero's Shield is worn, the character benefits from a constant *emergency space suit* and *star ranging* effect.

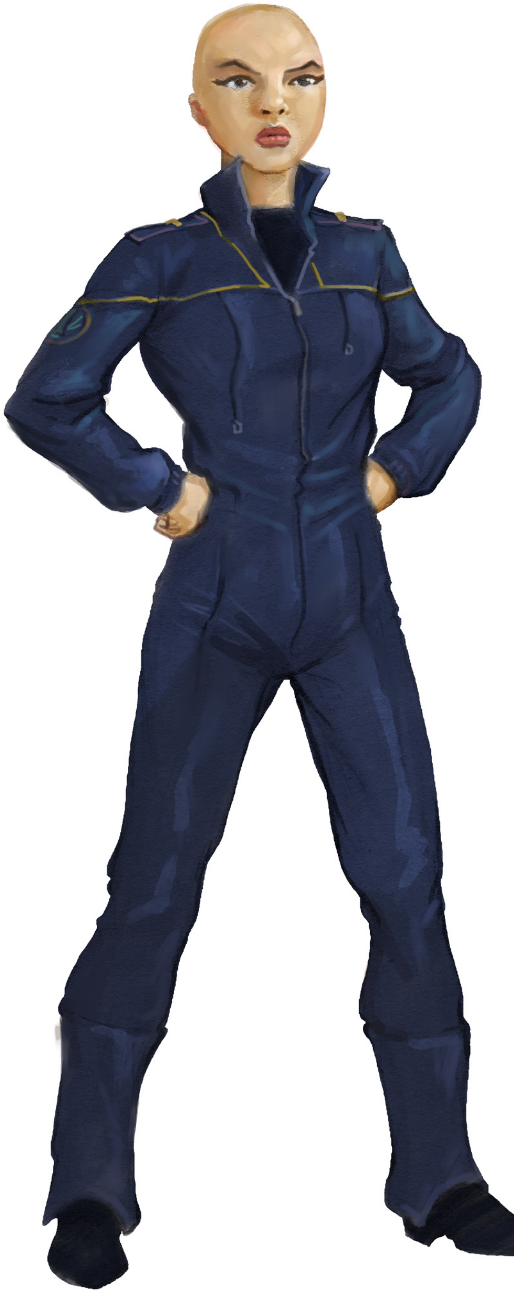
Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, star ranging*
Cost 2,250 gp (DC 21)

SHIELD, TANKER

Aura moderate transmutation **CL** 8th
Slot shield **Price** 13,150 gp (DC 25) **Weight** 25 lbs
The same ugly yet imminently practical ash-black as *The Tanker,* this SWAT-style shield is designed to take one hell of a pounding.

The Tanker Shield is a **+2 balanced, bashing tactical shield.**

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cat's grace*
Cost 6,575 gp (DC 24)



SHIP UNIFORM

Aura faint enchantment
CL 5th **Slot** armor
Price 10,750 gp (DC 26) **Weight** 5 lbs
Ship Uniforms are heavy-duty vacc-canvas jumpsuits. The uniform's breast is a bright, metallic color which indicates the wearer's role as a member of a starship crew, while the abdomen and limbs are a rough grey, amber, black or brown. Non-metallic rank insignia is worn on the collar, with a ship's patch velcroed on the shoulder.

The Ship Uniform is a **+2 spacer's jumpsuit.** Wearing the Ship Uniform provides a +5 competence bonus on a specific skill, which determines the Ship Uniform's coloration.

- *Red:* Engineering department, +5 Craft (mechanical)
- *Orange:* Physics department, +5 Craft (electronic)
- *Gold:* Command staff, +5 Diplomacy
- *Pale Orange:* IT department, +5 Computer Use
- *Green or White:* Medical department, +5 Heal
- *Blue:* Navigation department, +5 Pilot
- *Brown or Camo Pattern:* Scout/Infantry department, +5 Survival

Construction
Requirements Craft Magic Arms and Armor, creator must have 5 ranks in the specified skill, creator must be a Free Spacer, Proximite, Shipper or similar, space-born nomadic race
Cost 5,375 gp (DC 24)

SHOWTIME BRACELET

Aura moderate illusion **CL** 10th
Slot armor **Price** 6,000 gp (DC 24) **Weight** negligible
The emitter for this holographic armor is a slender bracelet with a bright, five pointed star on one face. The Showtime Bracelet is a bright, golden hardlight construct, with minimal physical presence.

The Showtime Bracelet projects a set of **+1 glamered performance data-wear** around the wearer. The Showtime Bracelet can change its appearance at the user's command to become virtually any form of clothing, including specialized outfits, chosen by the wearer. Its protective qualities do not change.

Special: If worn by a wearer who is equipped with any other Showtime magic item, the Showtime Bracelet provides the *space suit* armor property.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Bard, *disguise self*
Cost 3,000 gp (DC 22)

SIZE SUIT

Slot armor **Weight** 2-3 lbs
Size Suits are heavy, durable Kevlar and vinyl body stockings woven with uncounted miles of nearly pico-tech scale circuitry. These suits are fully sealed, functioning as an advanced spacesuit designed to allow the wearer to explore inner space. Most have a bright central torso stripe with darker, ribbed sections covering the limbs and flanks.

A Size Suit, regardless of type, functions as **+2 action wear.**

Size Suit Type	CL	Aura	Spells Required	Suit Price	Suit Cost
Maximize	4th	faint transmutation	*enlarge person*	17,200 gp (DC 28)	8,600 gp (DC 25)
Maximize +	11th	moderate transmutation	*enlarge person*	23,200 gp (DC 29)	11,600 gp (DC 26)
Minimize	4th	faint transmutation	*reduce person*	17,200 gp (DC 28)	8,600 gp (DC 25)
Minimize +	11th	moderate transmutation	*reduce person*	23,200 gp (DC 29)	11,600 gp (DC 26)
Multiphasic	15th	strong transmutation	*enlarge person, reduce person*	56,200 gp (DC 32)	28,100 gp (DC 29)

While wearing the Size Suit, the character can change her size at will as a move equivalent action. A character can remain at any changed size for as long as desired, but returns to their base size if unconscious or slain.

The *Maximize Suit* acts as *enlarge person,* allowing the wearer to increase their size by one category. The *Minimize Suit* functions as *reduce person*, allowing the wearer to reduce their size by one category.

Maximize Plus allows the wearer to enlarge their size by up to three categories, either as one transformation or in multiple steps. The wearer can also shrink down to their base size or one or two size categories larger than base. *Minimize Plus* functions similarly, but reduces the wearer's size by up to three categories.

The *Multiphasic Size Suit* function as both a Maximize Plus and a Minimize Plus suit.

Similar Items

An exceptionally complex variant of the *Minimize Plus Size Suit,* called the ***Vespa Suit,*** uses occult-technology to provide the wearer with nimble, wasp-like wings when shrunk. Doing so provides the character with a Flight Speed equal to their base land speed, with perfect maneuverability, but only when shrunk by three categories. The character gains Hover as a bonus feat.

Add either *greater anthro adaptation* or *military flight* to the construction requirements, and increase the item's purchase price to 76,000 gp (DC 33).

Construction
Requirements Craft Magic Arms and Armor, *see chart*

SKINSUIT, BOOB POWER

Aura faint transmutation **CL** 8th
Slot armor **Price** 28,000 gp (DC 29)
Weight 2 lbs

Patriotically colorful, these contour-hugging bodysuits feature a gaping and spectacular cleavage hole. Hormonal gels impregnating the suit's inner lining are absorbed through the wearer's skin and change her body chemistry so she always spectacularly fills out the skintight costume.

A Boob Power Skinsuit is a **+2 second skin.** While wearing this skinsuit, the character gains the Busty Extreme trait, receiving a unique +2 busty bonus to AC. In addition, she gains a +4 enhancement bonus to her STR score.

Special: Only a female character can benefit from the Boob Power Skinsuit.

Construction Requirements Craft Magic Arms and Armor, *bull's strength, eagle's splendor*
Cost 14,000 gp (DC 27)

SKINSUIT, CHROMIUM SYNTHESIS

Aura strong transmutation **CL** 12th
Slot armor **Price** 75,000 gp (DC 33)
Weight 2 lbs

Only a handful of Chromium Synthesis Skinsuits have been produced, and the few confirmed samples are kept under secure guard in Puzzle Ops weapon development labs. A few other factions are suspected of having Chromium Synth tech, but very few such suits have made it into the field. Chrome Synth suits are a revolutionary form of liquid armor, which adheres closely to the contours of the wearer's body, painting them in a millimeter-thick layer shining electrum that makes them practically invincible.

A Chromium Synthesis Skinsuit can be 'donned' merely by touching an inactive armor and willing it to adhere to the body; doing so is a standard action. Removing the suit also requires a mental command and standard action. In its inactive state, the Chrome Synth suit is a palm-sized block of slightly viscous shiny liquid, with a texture like flimsy rubber or over-thick gelatin. The inactive armor can easily be stuffed into a pocket or similar container without harm.

Despite its unique nature, the Chromium Synthesis Skinsuit functions as a **+2 Chromium, wild second skin.**

Each time the Chrome Synth suit is donned, the wearer gains 50 bonus Hit Points, which are lost first and vanish when the armor is removed. The wearer cannot gain temporary HP from the suit more than once per 24 hour period. The Chromium Synthesis Skinsuit responds to the wearer's self-protection instincts and shapes itself to deal with the most pressing threats first. As an immediate action, the wearer can choose whether or not to apply temporary HP to any particular incoming attack that the wearer is aware of. This ability cannot be used when flat-footed or unaware of a particular attack. These temporary HP replenish themselves at the rate of 5 every minute (10 rounds). If these temporary HP are completely lost, the armor assumes its inactive state and cannot be commanded to assume armor form again for 2d4 hours.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, false life, masterwork transformation, transmetalization*
Cost 37,500 gp (DC 31)

SKINSUIT, DOGLSAVE

Aura faint psychometabolism **CL** 5th
Slot armor **Price** 24,000 gp (DC 29) **Weight** 1 lb
Though the light vinyl of this skinsuit is so thin it reveals every detail of the body beneath, it is effective energy and bullet-resistant armor. An internal boned corset tightens the waist and shapes the abdomen to breathless perfection; short but razor-sharp silver spikes run down the centerline of the body and encircle the limbs. These fetish-tactical outfits are often issued to mind-broken slaves working for sadistic masters; the Huxley Emergence makes wide use of these skinsuits. Project Watchtower has stolen the designs for their own brainwashed Mutant slaves.

The Dogslave Skinsuit is a **+1 second skin** with *masterwork armor spikes* built in. While wearing this armor, the character gains Scent and may manifest *psychic tracking* at will. While wearing the Dogslave Skinsuit, the character suffers a -2 penalty on WILL Saves, however.

Construction
Requirements Craft Magic Arms and Armor, *psionic scent, psychic tracking*
Cost 12,000 gp (DC 26)

SKINSUIT, HARLEQUIN

Aura moderate transmutation **CL** 10th
Slot none **Price** 45,000 gp (DC 31) **Weight** 1-2 lbs
This thin, skintight motley is always quartered into clashing colors, often red and black, but other bright combinations (like blue and orange, red and blue, or green and violet) are possible. When the skinsuit is donned, ectoplasm solidifies in the wearer's hair, taking the form of noisy, melodious gold or silver bells. The wearer can change the colors and designs of this skinsuit with a thought.

A Harlequin Skinsuit is a **+2 bolstering, expeditious, unbound secondskin.** If the wearer is chaotic, they also gain Up the Walls as a bonus feat while the armor is worn.

Construction
Requirements Craft Magic Arms and Armor, *expeditious retreat, heroism, righteous might*, creator must be chaotic

Cost 22,500 gp (DC 29)

SKINSUIT, KILL FORCE

Aura moderate illusion **CL** 10th
Slot armor **Price** 27,300 gp (DC 29) **Weight** 2 lbs
Resembling the standard issue *Mutant Rescue Skinsuit*, but in muted, militaristic shades of gun-grey and matte black, this stealthy skinsuit is designed for deniable night operations by top tier Mutant assassins.

A Kill Force Skinsuit is a **+2 brawling second skin of improved shadow.** While wearing the Skinsuit, the character's eyes gain an unnatural crimson gleam, providing the character with *lowlight vision.*

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, keen senses, illusion, silence*
Cost 13,650 gp (DC 27)

SKINSUIT, MUTANT MASK

Aura faint metacreativity **ML** 5th
Slot armor **Price** 7,500 gp (DC 25) **Weight** 4 lbs
More durable and heavily armored than most standard skinsuits, this glossy black leather body suit is short sleeved and accented by hard-wearing orange padding at the knees and hips. The fingerless fighting gloves and military-style boots are the same shade of dingy, hazard-orange.

A Mutant Mask Skinsuit is a set of **+1 action wear.** While wearing the Mutant Mask Skinsuit, the character's Mutant subtype (if present) is suppressed, and the character is no longer considered a Mutant for effects based on race. This includes *bane* weapons, Watchtower Mecha weapon systems and similar effects.

Construction
Requirements Craft Magic Arms and Armor, *concealing amphora*
Cost 3,750 gp (DC 22)

SKINSUIT, MUTANT RESCUE

Aura faint psychometabolism **ML** 4th
Slot armor **Price** 3,200 gp (DC 22) **Weight** 2 lbs

Mutant Rescue trainees are issued one of these form-fitting armored uniforms to keep them alive in the field. These skin-tight bodysuits are bold orange and blue with block letters spelling out the organization's name across the shoulders. Some versions of the suit feature heavily padded bracers and greaves for additional protection in hand to hand combat, while others lack these details.

A Mutant Rescue Skinsuit is a **+1 heartening second skin.**

Similar Items

Specialized versions of the standard issue rookie uniform offer expanded capabilities to more experienced Mutant Rescue agents. Often, these variant skin suits are indistinguishable from the basic MR Skinsuit.

An ***Omni-Linguistic MR Skinsuit*** provides the wearer with a constant *tongues* effect. This item is CL 5th, adds the spell to its creation requirements, and has a purchase price of 25,000 gp (DC 29). *Natural Linguist* can be substituted for a purely psionic version of this item.

The ***Wilding MR Skinsuit*** adds the *wild* property, and is designed for wear by Mutant shapeshifters, especially Druids and others who can assume animalistic forms. This item is CL 9th, adds *baleful polymorph* to its creation requirements and has a purchase price of 21,200 gp (DC 28).

A ***Manifester MR Skinsuit*** adds the *manifester* property to the skinsuit, and is intended for trained psions rather than newbies. The item is ML 6th, has a moderate clairsentient aura, requires knowledge of any 2nd level power, and has a purchase price of 14,000 gp (DC 27).

Any of these items might be found as ***Mutant Rescue Jacks*** instead, using a leather jacket as the base armor. These jackets are fetish-biker black leather accented with shocking orange piping with the Mutant Rescue logo worn on as a shoulder or back patch. Mutant Rescue cells switch between skinsuits and armored jackets periodically, depending on fashion trending through the international Mutant community.

Construction
Requirements Craft Magic Arms and Armor, *vigor*
Cost 1,600 gp (DC 19)

SKINSUIT, PSI-NINJA'S

Aura moderate illusion **CL** 10th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 1 lb

This featureless black body stocking is a mix of glossy and matte sections. A belt of dark purple silk is tied loosely around the waist.

The Psi-Ninja's Skinsuit is a **+2 second skin of improved shadow.** The suit includes a ***+1 crystalline hilt*** *(Ultimate Psionics)* built into the right sleeve. While wearing the Psi-Ninja's Skinsuit, the character gains an additional Blade skill of choice that they qualify for; they may change the bonus Blade skill granted once per 24 hour period with one minute of concentration.

Similar Items

Soulknives who favor titillation over practicality use *battle lingerie* as the base for a popular variant on this armor. This revealing armor is usually a gleaming black or purple vinyl one-piece bathing suit or even a lacy, lightly armored teddy and garters in dark shades. Cost and construction requirements are almost identical.

Construction
Requirements Craft Magic Arms and Armor, Craft Crystalline Focus, Extra Blade Skill, ability to manifest a Mindblade, *invisibility, silence*
Cost 14,000 gp (DC 27)

SKINSUIT, PSI-GLEAM

Aura moderate clairsentience **ML** 8th
Slot armor **Price** 23,500 gp (DC 29) **Weight** 3 lbs

Psi-Gleam Skinsuits are custom-fitted works of art designed to focus the mind and celebrate the body. Colorful fetish vinyl marries polished, striated chrome. A half-mask or visor conceals the wearer's identity, and serves as a framework for the psi-amplification circuitry worn on the brow.

A Psi-Gleam Skinsuit is **+1 Chromium, manifester utility bodystocking of quickness.**

Construction
Requirements Craft Magic Arms and Armor, *burst, masterwork transformation, transmetalization,* knowledge of any 2nd level power
Cost 11,750 gp (DC 26)

SKINSUIT, RADIANT

Aura moderate evocation **CL** 9th
Slot armor **Price** 52,000 gp (DC 31) **Weight** 2 lbs
Armor of this type is always a skintight costume woven from tech-enhanced armored fabric so bright and pristine it seems to be woven from high noon sunlight itself. Often, a stylized solar disk or fiery mandala decorates the armor's breast – a symbol of hope to those in darkness.

A Radiant Skinsuit is a **+3 radiant, rallying second skin.** If the wearer has a natural flight speed, their speed is increased by +60 ft and their maneuverability is increased by one step when flying in natural sunlight.

Construction
Requirements Craft Magic Arms and Armor, *daylight, military flight, remove fear*
Cost 26,000 gp (DC 29)

SKINSUIT, SKELETON KEY

Aura strong conjuration and psychoportation **ML** 13th
Slot armor **Price** 184,400 gp (DC 36) **Weight** 1 lb
When tossed on the floor, this skinsuit is undecorated, glossy black bodysuit that covers everything everything from the throat to the finger tips and toes. When it is donned, a faintly glowing smoke-white skeleton appears, as if floating within weave of the ebony fabric. No locked door, not even the metaphysical doors between dimensions, can keep the skinsuit's wearer out.

The Skeleton Key Skinsuit is a **+2 aporter, phasing secondskin.** While wearing a Skeleton Key Skinsuit, the character can use *knock* at will. Once per day, the wearer can use *plane shift,* but must pass through a pre-existing doorway or arch to use this power.

Special: If the Skeleton Key Skinsuit is worn by a character who also carries a ***Skeleton Keyring,*** the skinsuit functions as a ***+3 aporter, phasing second skin of shadow*** instead.

Construction
Requirements Craft Magic Arms and Armor, *fold space, knock, plane shift, psionic phase door*
Cost 92,200 gp (DC 34)

SKINSUIT, STARSKIN

Aura moderate abjuration **CL** 8th
Slot armor **Price** 15,200 gp (DC 27) **Weight** 2 lbs
This sleek black bodystocking activates to display a gradually changing and highly detailed image of deep space. The entire uniform is starlit black, occasionally accented by differently colored piping or boots and gloves.

The Starskin Skinsuit is a **+2 second skin** which provides the wearer with a constant *emergency space suit effect.* Any weapons the character wields, including natural ranged attacks, are affected by *star ranging.* The starfield illustrated on the Starskin is a map of the cosmos, providing the wearer with a +4 competence bonus on Pilot and Knowledge (physical sciences) check. If the armor is worn at least 8 hours per day for at least one month, the wearer gains ***Cartographic Enigma Tattoos*** as a bonus trait. This bonus trait fades after being out contact with this armor for more than a week.

Construction
Requirements Craft Magic Arms and Armor, Spacer Lore, Knowledge (physical sciences) 5 ranks, *emergency space suit, star ranging*
Cost 7,600 gp (DC 25)

SKINSUIT, SURGING WARBABY

Aura faint psychokinesis **ML** 5th
Slot armor **Price** 5,200gp (DC 23) **Weight** 2 lbs
These armored spandex body sleeves are a favorite of flashy, young Wilders. These sexy, bold neon suits focus and magnify the discordant energies of the mind while looking like nothing less than a high dollar wetsuit. These body gloves usually feature brightly colored brandnames or identifying numbers, like an athlete's jersey on the breast or shoulder.

A Surging Warbaby Skinsuit functions like a **+1 second skin of quickness.** While wearing this skinsuit, the character gains Elemental Blast and Extended Blast as bonus feats. While wearing a Surging Warbaby Skinsuit, the character gains a +2 competence bonus on Diplomacy checks made against fellow Wilders.

Construction
Requirements Craft Magic Arms and Armor, Wild Surge class feature*, burst, energy burst* or *energy cone*
Cost 2,600 gp (DC 21)

SOFTSUIT, BOUNCEBACK

Aura faint transmutation **CL** 10th
Slot armor **Price** 22,500 gp (DC 29) **Weight** 3 lbs
This thickly padded set of ultra-light combat armor is usually dyed to resemble a specific pool ball, with a numeral (either in Terran script or an alien glyph) printed on the abdomen. The resemblance to a pool ball only increases when the wearer expands their body into an indestructible, spherical form thanks to onboard occult-tech circuitry.

The Bounceback Softsuit functions as a set of **+2 action**

wear. While wearing the Bounceback Softsuit, the character gains Elasticity, Elastic Bounce and Elastic Inflation as bonus feats. These feats are described in *Action Features!* and are reprinted in this sourcebook's appendix.

Construction
Requirements Craft Magic Arms and Armor, *enlarge person*
Cost 11,250 gp (DC 26)

SOFTSUIT, GAMER'S

Aura strong conjuration **CL** 15th
Slot armor **Price** 65,000 gp (DC 32) **Weight** 4 lbs
This insulated, lightly armored body sleeve is always emblazoned with bright, clashing colors, and decorated with patches of corporate sponsors, famous software megacorps, and personal glyphs. A cartoon logo – something like a smirking bunny or snarling tiger – usually adorns the breast or sleeve.

A Gamer's Softsuit is a **+3 construct-defiant piloting interface second skin**. Once per day, the wearer can transform the Gamer's Softsuit into a set of flight capable, grade II powered armor, while retaining all its other magical qualities. The armor has a flight speed of 90 ft (average). This transformation lasts for up to 15 rounds (1.5 minutes).

Similar Items

Some versions of this item are *Battlechanger-defiant* or *Mecha-defiant* rather than simply construct-defiant. The suit's defiant property activates against creatures of the listed subtypes rather than constructs. Occasionally, other creature types might be substituted. Cost and construction requirements are identical in all cases.

Construction
Requirements Craft Magic Arms and Armor, *crisis upgrade, greater call powered armor, military flight, summon monster I*
Cost 32,500 gp (DC 30)

SOFTSUIT, HEATWAVE

Aura strong psychokinesis **ML** 16th
Slot armor **Price** 115,000 gp (DC 34) **Weight** 8 lbs
The spectacular, sculpted artificial musculature of this body stocking gleam like striated silver. A loadbearing, lightly armored vest in bright, safety yellow protects the chest. Durable padding on the hips, resembling modern chaps, are made of identical material. Psi-tech circuitry beneath the Chromium nano-armor turns the wearer into a flight capable pyrokinetic demi-god with the maneuverability and lethality of an attack helicopter.

The Heatwave Softsuit is **+4 Chromium action wear.**

While wearing the Heatwave Softsuit, the character gains a flight speed equal to 4x their base land speed with average maneuverability, and gains Favored Energy (fire) as a bonus feat. The wearer gains the ability to manifest the following powers while wearing the Heatwave Softsuit; these powers are considered augmented to the greatest degree possible while manifested, and always have Fire as their active energy type.

- Energy Adaptation (fire) – constant
- Energy Missile (fire) – usable at will
- Energy Cone (fire) – usable 3x/day
- Energy Current (fire) – usable 1x/day

Construction
Requirements Craft Magic Arms and Armor, Favored Energy (fire), *energy adaptation, energy cone, energy current, energy missile, masterwork transformation, military flight, transmetalization,*
Cost 57,500 gp (DC 32)

SOFTSUIT, POLARITY

Aura moderate psychokinesis **ML** 10th
Slot none **Price** 35,500 gp (DC 30) **Weight** 4 lbs
The Polarity Softsuit is a sleek, black polymer bodysuit reinforced with crimson or magenta armor-plas plating over vital areas. The suit's breast is decorated with multiple chrome plates, each about the diameter of a golf ball, which form a simple geometric pattern across the wearer's chest.

The Polarity Softsuit is **+1 action wear.**

The Polarity Softsuit generates a powerful magnetic field which renders the wearer immune to ballistic or piercing damage inflicted by mostly metallic projectiles. While wearing the Polarity Softsuit, the character may augment the Telekinetic Force power as if their manifester level was +5 levels greater than normal, which stacks with the effect of the ***Polarity Cloak*** (if worn).

Construction
Requirements Craft Magic Arms and Armor, *inertial barrier, telekinetic force*
Cost 17,750 gp (DC 28)

SOFTSUIT, STANDARD BEARER

Aura strong transmutation **CL** 10th
Slot armor **Price** 81,500 gp (DC 33) **Weight** 5 lbs
These psi-tech suits of personal body armor radically enhance the wearer's strength, give them flight capabilities, and transform even an ordinary wearer into a national icon. Each Standard Bearer Softsuit is durable set of tightly fitted

combat armor whose bold colors and heraldic designs reflect a national flag.

A Standard Bearer Softsuit is a set of **+3 rallying, righteous action wear.** While wearing the Standard Bearer Softsuit, the character gains a Flight speed equal to 4x their base land speed, with average maneuverability and gains a +4 enhancement bonus to their STR score.

In addition to its occult-tech properties the Standard Bearer Softsuit functions as a Cavalier'*s banner.*

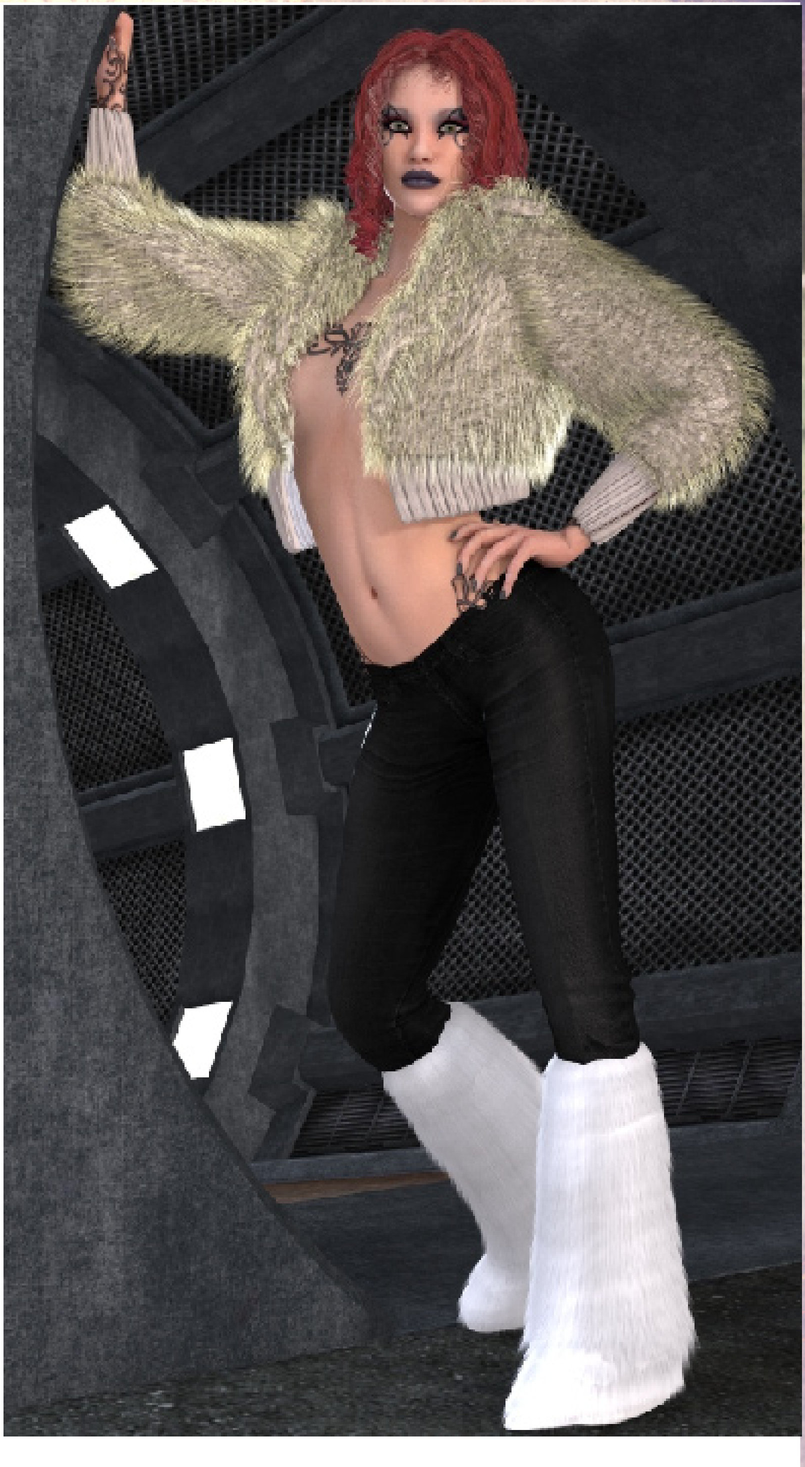
Construction
Requirements Craft Magic Arms and Armor, *bull's strength, holy smite, remove fear, military flight*
Cost 40,750 gp (DC 31)

SILKEN GHOST'S LINGERIE

Aura strong transmutation **CL** 15th
Slot armor **Price** 99,000 gp (DC 34)
Weight negligible
This sheer, lacy silk teddy is normally a bright and seductive color: often velvet red, sunflower yellow, or a deep, rich violet. Both the silken choker worn at the throat and the ivory cameo worn as a waist cinch depict a leering white skull carved from polished bone. When the wearer wishes, she can become a lethal wraith, and the lingerie's colors fade and desaturate to shades of grey.

The Silken Ghost's Lingerie is a set of **+3 ghosttouch battle lingerie of shadow.** Once per day, the wearer can touch the cameo choker and become ethereal as a move-equivalent action. Due to the armor's ghosttouch property, it continues to provide its benefit to the now incorporeal wearer. While incorporeal, the character gains an incorporeal touch attack that inflicts 1d4 negative levels.

Construction
Requirements Craft Magic Arms and Armor, *etheralness, enervation*
Cost 49,500 gp (DC 31)



SLUTCOAT

Aura faint conjuration **CL** 5th
Slot body **Price** 35,000 gp (DC 30) **Weight** 1 lb
The Slutcoat is a completely transparent plastic raincoat, often worn over bare (or nearly bare) flesh. It's as close to a working uniform as prostitutes have on most worlds. It keeps wearers alive against all the expected hazards of sex work…or galactic adventuring.

The Slutcoat provides the wearer with a +2 deflection bonus to Armor Class.
While wearing the coat, the character is under the effects of *fertility control,* and becomes immune to contact and ingestion based diseases, though not diseases of the injury type.

Construction
Requirements Craft Magic Arms and Armor, *fertility control, remove disease, shield*
Cost 17,500 gp (DC 28)

SMUGGLER'S SPACE SUIT

Aura strong illusion **CL** 12th
Slot armor, body, hands and boots **Price** 33,250 gp (DC 30) **Weight** 35 lbs
This sleek black space suit includes a stark, stylish white chest piece, grav-boots and vambraces. In addition to the transparent polymer helmet liner, a smoked black glass face mask can slide down to completely conceal the wearer's identity. The suit's markings are mystically mutable, at the wearer's command.

The Smuggler's Space Suit is a **+1 glamered advanced space suit of shadow.** The wearer can change the Smuggler's Space Suit's appearance and markings at will as a free action.

Upon command, the Smuggler's Space Suit can touch a single item of up to size Huge and weighing up to one ton and store it in microscopic form within the glove. Except for the greater weight and size limit, this functions identically to a *glove of storing.*

Once per day, the wearer can touch a starship and change its ELINT data as if by the spell *pirate's registration.*

Construction
Requirements Craft Magic Arms and Armor, *disguise self, invisibility, pirate's registration, shrink item*
Cost 16,625 gp (DC 28)

SNEAK MISSION SUIT

Aura strong illusion **CL** 10th
Slot armor **Price** 244,750gp (DC 37) **Weight** 5 lbs
This supple carbon fiber body stocking fits perfectly, and is capable of adjusting its fit on the fly, to maximize the wearer's performance. A Sneak Mission Suit is a dark grey body suit with darker, rubberized reinforcement at each joint.

The Sneak Mission Suit is a **+4 sprint suit III utility bodystocking of improved shadow.** Once per day, the wearer can activate a 'full stealth' profile as a move-equivalent action, benefiting from both *greater invisibility* and *machine invisibility* for 10 rounds.

Construction
Requirements Craft Magic Arms and Armor, *greater invisibility, greater machine invisibility, silence*
Cost 122,375 gp (DC 35)

SPACEFIRE PLATE

Aura moderate transmutation **CL** 8th
Slot armor **Price** 19,600 gp (DC 28) **Weight** 30 lbs (Medium)
Spacefire Plate is always brightly colored, often a rich cherry red, solar yellow, or orange as iridescent as a koi's scales. In Battlechanger form, the Spacefire Plate is a brilliant, hazard-colored armor kit reinforcing the upper torso. In alt-mode, this armor becomes a set of angular booster pods worn somewhere on the fuselage.

Spacefire Plate functions as a **+2 blow-off, trans-scanning breastplate.** While wearing the Spacefire Plate, the Battlechanger gains an additional 4 points of Fuelon in their reserve, which are lost before integral points. While wearing the Spacefire Plate, the wearer can expend 5 points of Fuelon to cast *haste* upon themselves.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *BFG, break, greater fuelon charge, haste*
Cost 9,800 gp (DC 25)

SPECTRUMFIRE MAIL

Aura strong psychometabolism **ML** 18th
Slot armor **Price** 360,000 gp (DC 38) **Weight** 40 lbs
The electric blue, non-ferrous links of this machine-assembled chainmail shirt are reinforced with pauldrons and vambraces forged from an eye-bleedingly bright golden alloy, accented with hot crimson steel inlays. When the armor is dawned, the entire left half of the wearer's body transforms, taking on the reversed colors of a photographic negative, and their left eye becomes a blazing well of star-hot energy. These transformations immediately end when the armor is removed.

Spectrumfire Mail is a set of **+3 rallying chainmail.** While wearing Spectrumfire Mail, the character can manifest *energy conversion* at will, as a 18th level psion. In addition, the wearer gains a Flight speed of 90 ft (average), or improves an existing Flight speed by +30 ft.

Special: While wearing Spectrumfire Mail, the character gains the Death Throes quality (30 ft, 20d6 energy*, R-DC 25 half). The explosion's energy type is always of the same type of the last energy ray fired by the wearer prior to his or her death.

Construction
Requirements Craft Magic Arms and Armor, *energy conversion, military flight, remove fear*
Cost 180,000 gp (DC 36)

SPOTTER WEAVE TAC VEST

Aura strong divination **CL** 10th
Slot armor **Price** 93,000 gp (DC 33) **Weight** 12 lbs
This olive drab tactical vest has slip in ceramic plates traced with spacewarping *Yahn crystal* dust. When the armor is exposed to space/time anomalies, it warms and vibrates, providing a split second's warning to the wearer.

The Spotter Weave Tac Vest is a **+2 tactical ballistic vest.**

The wearer is aware of all creatures teleporting within 100 ft of him, and travel via conjuration (teleportation) effects always provokes an attack of opportunity within this range. The wearer may use a readied firearm to make attacks of opportunity against teleporters without provoking opportunity attacks of his own.

Construction
Requirements Craft Magic Arms and Armor, *anomaly detection*
Cost 46,500 gp (DC 31)

STARBURN LEATHERS

Aura faint abjuration **CL** 3rd
Slot armor **Price** 31,200 gp (DC 30) **Weight** 25 lbs
Every Leather Clone that can afford the sky high price-tag is sporting a set of tightly fitted Starburn Leathers, a black and silver vision of genetically sculpted hyper-masculinity. The wrists, belt and collar of this oily ebony leather body suit are studded with dozens of silver spikes or studs. To Leather Clones, the choice between the two is a declaration of preference: bottoms prefer studs, tops favor spikes.

Starburn Leathers are a set of **+1 star leathers of fire resistance.** While wearing Starburn Leathers, the wearer becomes immune to radiation.

Special: If the wearer is male, he receives a +2 circumstance bonus on sexually oriented Bluff and Diplomacy checks made against Leather Clones. If the wearer is a Leather Clone himself, this bonus increases to +4.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 15,600 gp (DC 27)

STARDANCER ARMOR

Aura moderate illusion and transmutation **CL** 8th
Slot armor **Price** 16,600 gp (DC 28) **Weight** 28 lbs
This light star suit is a rubbery black underlayer with hardened white ceramic armor plating on the breast, pelvis, spinal region and extremities. The armor is designed for maximum mobility and flexibility. In addition to the transparent inner visor, the helmet has a retractable gold foil external visor, both of which are designed to maximize peripheral vision.

Stardancer Armor is a **+2 balanced, creeping advanced space suit.** While wearing Stardancer Armor, the creature is treated as possessing the *Run* and *Up the Walls* feats, but only when aboard an enclosed station, starship or other artificial environment.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, spiderclimb*
Cost 8,300 gp (DC 25)

STARFARER'S COAT

Aura faint transmutation **CL** 5th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 5 lbs
This heavy red leather trench coat with burgundy accents can pretty much transform an ordinary person into an ultralight space-fighter.

The Starfarer's Coat is a **+2 buff coat.** While wearing the Starfarer's Coat, the character is treated as if equipped with the Space Suit special armor property. In addition, any handheld energy weapon wielded by the character has its range increment increased by x10, as by the *star ranging* spell.

Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, star ranging*
Cost 14,000 gp (DC 27)

STAR GANGER'S CUT

Aura faint illusion **CL** 5th
Slot armor **Price** 11,750 gp (DC 26) **Weight** 3 lbs
These heavy leather jackets are cut down, their sleeves ripped off to show the wearer's muscular arms. Symbols of strength and honor, Star Ganger's Cuts are decorated in the instantly recognizable colors of one of Free Space's many street gangs or fighter-cults. Most wearers decorate their Cut with intricate patches, feathers or beads, or accent it with silvery spikes. Be careful though, wear a Cut you haven't earned and lose your balls at the hand of some wild eyed psycho with a vibro-blade.

The Star Ganger's Cut is a **+2 shadowed leather jacket.**

Unlike other enchanted armor, the Star Ganger's Cut's enchantment bonus is considered a natural armor bonus. The Star Ganger's Cut toughens the wearer's skin beneath the leather.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence*
Cost 5,875 gp (DC 24)

STARKILLER ARMOR

Aura moderate divination **CL** 6th
Slot armor **Price** 20,000 gp (DC 28) **Weight** 5 lbs
This dark-purple and jet-black uniform is fitted with dark chrome armor plating on the chest and lighter, more flexible plating on the abdomen. The integrated space-boots have buccaneer flaps, more for style than practicality.

Starkiller Armor is a **+2 spacer's jumpsuit.** While wearing Starkiller's Armor, the character rolls a number of additional damage dice equal to her DEX modifier with any starship mounted weapons under her direct control.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 10,000 gp (DC 26)

STAR STUDENT'S UNIFORM

Aura faint divination **CL** 3rd
Slot armor **Price** 3,800 gp (DC 22) **Weight** 5 lbs
This pale sand-colored overall includes large cargo pockets on each thigh as well as multiple smaller pockets on the breast and sleeve. Often, a removable Velcro patch on the shoulder bears the insignia of a galactic military academy, mercenary league, university or Free Spacer clanhold.

The Star Student's Uniform is a **+1 spacer's jumpsuit.** Wearing this uniform provides a +1 competence bonus on Computer Use and Pilot checks. The wearer is considered proficient with any ranged weapon with *blaster* in the name, such as *spacer's blasters*.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 1,900 gp (DC 20)

STREET JUDGE'S ARMOR

Aura strong transmutation **CL** 13th
Slot armor **Price** 71,250 gp (DC 33) **Weight** 30 lbs
The Street Judge's Armor is an intimidating set of glossy black tactical body armor accented with heavy and exaggerated rank insignia worn on the pauldrons. A large police badge emblazoned with the designated wearer's name, forged from a bullet-proofed alloy of gold and titanium is worn on the left breastplate.

Street Judge's Armor is a **+3 vigilant mass production tactical armor of heavy fortification.**

A non-lawful creature who dons Street Judge's Armor gains one permanent negative level, which never results in level loss, but cannot be removed while the creature wears the armor.

Construction
Requirements Craft Magic Arms and Armor, creator must be lawful, *limited wish, righteous might*
Cost 35,625 gp (DC 30)

STELLAR VALKYRIE'S BREASTPLATE

Aura faint enchantment **CL** 9th
Slot armor **Price** 22,950 gp (DC 29) **Weight** 22 lbs
Worn by the elite warriors of Halla Kal the War Mother, this light and attractively sculpted breastplate is formed from a gleaming silver star-steel. The breast plate is sculpted and etched to resemble the nude breast and abdomen of a muscular, idealized female.

The Stellar Valkyrie's Breastplate is a **+3 benevolent, bolstering breastplate.** The Stellar Valkyrie's Breastplate has the *space suit* property due to the *emergency spacesuit* spell used in its creation.

Special: The Stellar Valkyrie's Breastplate provides no benefit to a non-female wearer.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit*, creator must be a female worshipper of *The Protector* in her aspect of the *War Mother*
Cost 11,475 gp (DC 26)

SWEATER, ADVENTUROUS

Aura faint illusion **CL** 5th
Slot armor **Price** 5,975 gp (DC 24) **Weight** 1 lb
This heavy woolen sweater is a dark, forest green with a military cut and a thick turtleneck collar. Its practical nature is compromised somewhat by the fact it's cut at the midriff.

The Adventurous Sweater is a set of **+1 cloth armor of silence.** It is enchanted to provide a minor bonus on a variety of skills useful to an adventuring thief or ninja.

The Adventurous Sweater provides the wearer with a +2 competence bonus on the following skills: Acrobatics, Climb, Disable Device and Sleight of Hand. The Adventurous Sweater also provides the wearer with a +1 competence bonus on CMB checks when using the Steal combat maneuver.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, silence*
Cost 2,988 gp (DC 21)

SWEATER, IMPOSSIBLE ESPIONAGE

Aura moderate psychometabolism **ML** 10th
Slot armor **Price** 63,000 gp (DC 32) **Weight** 1 lb
This tightly knit black synth-wool sweater is cut to expose the abdomen, and is a favorite for young and daring spies.

The Impossible Espionage Sweater functions as a **+2 school uniform.** While wearing the Impossible Espionage Sweater the character can manifest the following powers, once per day each:
danger sense, hustle, kinetic reload. Additionally, the wearer is under a continual *body equilibrium* effect.

Construction
Requirements Craft Magic Arms and Armor, *body equilibrium, danger sense, hustle, kinetic reload*
Cost 31,500 gp (DC 30)

SWEATER, NINJA COMMANDO'S

Aura strong necromancy and transmutation **CL** 18th
Slot armor **Price** 57,500 gp (DC 32) **Weight** 2 lbs
This water proofed lightly bulletproofed synthetic sweater has a tight, ribbed weave and is black as a moonless night. A military loadbearing harness is integrated directly into the sweater, providing multiple pockets and holsters.

The Ninja Commando's Sweater functions as a **+3 brawling, padded armor of improved shadow.** While wearing the Ninja Commando's Sweater, any masterwork quality or enchanted katana wielded by the character temporarily gains the *vorpal* weapon property.

Construction
Requirements Craft Magic Arms and Armor, Exotic Weapon Proficiency (katana), *bull's strength, circle of death, keen edge, invisibility, silence*
Cost 28,750 gp (DC 30)

TACTICAL CORSET

Aura faint transmutation **CL** 3rd
Slot armor **Price** 3,600 gp (DC 22) **Weight** 8 lbs
This tightly fitted black and crimson leather corset incorporates the modular load-bearing rigging of a military tac-vest, and though the seductive design exposes a lot of cleavage, the occult energies swirling around the armor mean protection isn't compromised.

The Tactical Corset is a **+1 tactical ballistic vest.** The armor is considered to have the *Near Nudity* armor property.

Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor*
Cost 1,800 gp (DC 20)

"TAIL HIGH!" TEE

Aura faint abjuration **CL** 3rd
Slot body **Price** 2,000 gp (DC 20) **Weight** negligible
"Tail high!" or "Keep your tail high!" are common phrases of encouragement and good cheer among pretty much every mammalian Anthro species. This sky-blue t-shirt has the catch phrase in small white English letters superimposed over larger navy blue *Fursong* script bearing the same message.

While wearing the "Tail High!" Tee, a character with the Bravery class feature treats its benefit as being +2 better than normal. If the character lacks the Bravery class feature, they are treated as possessing Bravery +1 while wearing this t-shirt.

Special: An Anthro with Cavalier levels can treat this t-shirt as his or her Banner, if desired.

Similar Items

The ***"Tail Higher!" Jacket*** is a heavy bomber jacket with the iconic slogan worn as a colorful patch across the back and shoulders, usually with the retro-sexy pinup-style image of a cute Anthro vixen as well. The "Tail Higher!" Jacket functions as a ***+1 buff coat*** in addition to the properties above, and occupies the armor slot. It is created with Craft Magic Arms and Armor and has a purchase price of 4,800 gp (DC 23).

Construction
Requirements Craft Wondrous Items, *remove fear*
Cost 1,000 gp (DC 18)

TANKER

Aura strong universal **CL** 13th
Slot armor and helmet **Price** 102,000 gp (DC 34) **Weight** 50 lbs

You want the absolutely, positively heaviest armor in known space, and don't care you're packing armor that masses more than a small motorcycle? Than the Tanker is for you. This ultra-heavy body armor rig protects every inch of the wearer's body, head to toe, in multiple overlapping layers of 2 inch thick blast and ballistic-proof laminate. A heavy gorget adds an additional layer of paranoid protection to the fully enclosed military helm.

The Tanker is a **+3 brawling forced entry unit of determination and heavy fortification.**

(The Tanker has the brawling property, despite the suit being heavy armor, just because the idea of an unstoppable SWAT-team juggernaut beating the shit out of an entire adventuring party thanks to this suit appeals to me.)

Construction
Requirements Craft Magic Arms and Armor, *breath of life, bull's strength, limited wish*
Cost 51,000 gp (DC 21)

TELEPATHIC AUG-SUIT

Aura moderate telepathy **ML** 10th
Slot armor **Price** 53,000 gp (DC 31) **Weight** 5 lbs

Telepathic Aug-Suits are heavily padded personal body armor woven with miles of intricate psionic circuitry that augments the already formidable mental powers of the trained combat telepaths that wear it. The best examples of these suits are produced in the bright, striking orange and blue of Mutant Rescue International.

A Telepathic Aug-Suit is a set of **+3 action wear.** While wearing the Telepathic Aug-Suit, the character gains Endowed Mind as a bonus feat.

If worn by a character who can manifest at least one 3rd level power from the telepath discipline, the Telepathic Aug-Suit unlocks additional capabilities. The wearer can manifest *telepathic lash* at will, augmented as if spending

6 power points to manifest the ability. This allows the *telepathic lash* to affect targets of up to 10 HD, and the target is *stunned* for one round, with a base WILL Save DC 13.

Additionally, the wearer can manifest *brain lock* up to three times per day while wearing the armor. This ability cannot be augmented.

Construction

Requirements Craft Magic Arms and Armor, Endowed Mind, *brainlock, telepathic lash,*

Cost 26,500 gp (DC 29)

TELEPATH'S GUARD

Aura strong telepathy **ML** 15th

Slot armor and shoulders **Price** 74,500 gp (DC 33)

Weight 35 lbs

A psychically-attuned alloy, forged under alien stars, comprises the fine links of this mail suit. Normally gunmetal grey, the armor gleams like moonlight when worn by a powerful telepath. The alien chainmail is sheathed by dark, thigh high boots, a corset-like body sheath and greaves, all of grey leather. The armor is accessorized with a hooded grey cloak, laced tightly into the shoulder guards.

The Telepath's Guard is **+3 mindarmor chainmail.**

While wearing the Telepath's Guard, the character gains special facility with psionic powers of the Telepathy discipline. The character can augment Telepathic powers as if their manifester level were +2 higher than normal, and the character gains a +4 bonus on concentration checks to manifest Telepathic powers. Increase the saving throw DC of all Telepath powers by +1.

Construction

Requirements Craft Magic Arms and Armor, Combat Manifestation, *empty mind, tower of iron will*

Cost 37,250 gp (DC 31)

1. a crumpled pack of cigarettes with several remaining	2. a metal hip flask, half full of decent booze
3. 2d4 bullets or shells appropriate to the last firearm you touched	4. a set of lockpicks
5. a single dose of *Glow* of a random type or a dose of a random street drug	6. a wad of dirty cash worth 2d6 gp
7. one potion of *cure light wounds*	8. a prepaid phone card with about an hour of international calling time

TRENCH, ALLEY MAGE'S

Aura moderate conjuration **CL** 8th

Slot armor **Price** 38,000 gp (DC 31) **Weight** 2 lbs

The Alley Mage's Trench is a dingy, wear-worn duster that might be some shade of grey or might be a dingy mustard, depending on how long it's been since it was last washed. The coat stinks of booze, cigarette smoke and strip clubs.

The Alley Mage's Trench is a **+1 buff coat.** While wearing the Alley Mage's Trench, the character gains a +2 competence bonus on Bluff, Knowledge (local) and Sleight of Hand checks. In addition, the character can reach into the pockets up to three times per day and pull out a randomly determined item from the above D8 list.

If not used before then, conjured items vanish when the character next reaches into the Trench's pocket.

Construction

Requirements Craft Magic Arms and Armor, *gallant inspiration, glibness, minor creation*

Cost 19,000 gp (DC 28)

TRENCH, DEMON HUNTER'S

Aura moderate conjuration **CL** 8th

Slot armor **Price** 14,000 gp (DC 27) **Weight** 2 lbs

This heavy-duty leather duster is sun-faded and battle scarred. There's more than one repaired bullet hole in the leather. Since these storied coats are often handed down from one monster hunter to another, there is usually a colorful heraldic coat of arms worn as a stitched patch between the shoulder blades. These coats of arms date back centuries, and are symbols of valor and honor in the endless struggle against demonic evil.

The Demon Hunter's Trench is a **+1 champion outsider-defiant buff coat**. The Trench's defiant property is keyed to resist Outsiders with the evil subtype.

Special: If the Demon Hunter's Trench is worn by any character with any Christian patron deity/philosophy, the Trench's enhancement bonus is treated as being +3 instead.

Construction
Requirements Craft Magic Arms and Armor, protection from evil, summon monster I, creator must have any Christian patron deity/philosophy
Cost 7,000 gp (DC 25)

TRENCH, HITMAN'S

Aura moderate psychoportation **ML** 12th
Slot armor **Price** 90,000 gp (DC 33) **Weight** 2 lbs
This lightly armored Army surplus trenchcoat is a dingy Army green, ragged and frayed at the edges,. Old unit patches, from defunct 'black' squads that never appeared on a formal Pentagon table of organization, decorate the sleeves.

The Hitman's Trench is a **+3 buff coat.** Up to three times per day, the wearer may enhance a ranged attack made while wearing the Jack with *flexible trajectory* (augmented by +6 pp). While wearing the Trench, the wearer may manifest *kinetic reload* at will.

Construction
Requirements Craft Magic Arms and Armor, *flexible trajectory, kinetic reload*
Cost 45,000 gp (DC 31)

UNIVERSAL PLATE

Aura faint conjuration or transmutation (if *make whole* is used) **CL** 3rd
Slot armor **Price** 6,250 gp (DC 24) **Weight** 50 lbs
A species as diverse as Anthros has its noble knights, questing lords, tyrannical warlords and would-be emperors. Despite their diversity of form, all must be attired in proper, knightly raiment. Anthro smiths across the land can produce fine, gleaming full plate capable of magically reshaping itself to the quirks of the wearer's anatomy.

Universal Plate is simply **+1 Anthro-adaptive full plate.**

Similar Items

Anthro rogues, highway-men and dashing adventurers often make do with the significantly cheaper ***Universal Leathers***, which are ***+1 Anthro-adaptive studded leather armor.*** Universal Leathers have a purchase price of 4,800 gp (DC 23). Other Universal Armors common on high fantasy worlds might use a chain-shirt, half-plate or o-yoroi as the base armor with slightly varying costs.

Construction
Requirements Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro
Cost 3,125 gp (DC 22)

UNIVERSAL SPACE SUIT

Aura faint conjuration or transmutation (if *make whole* is used) **CL** 3rd
Slot armor **Price** 5,200 gp (DC 23) **Weight** 60 lbs
Megacorps and governments that do business with Anthro populations make it a point to have plenty of Universal Space Suits available to accommodate the many anatomical quirks possessed by Anthro spacers. These space suits come in a variety of colors and styles, but all are modular and designed for easy modification and field-repair.

The Universal Space Suit is a simple **+1 Anthro-adaptive space suit.**

Similar Items

More expensive and only slightly-less-common variants of this armor use an *Advanced Space Suit*, *Armored Space Suit* or *Heavy-Grav Space Suit* as the armor's base, increasing the purchase price and construction cost appropriately. *Universal Powered Armor* is prohibitively expensive for most spacers, but well worth the price for the relatively few Anthro soldiers with access.

Construction
Requirements Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro
Cost 2,600 gp (DC 21)

UP-ARMOR KIT

Aura moderate transmutation **CL** 9th
Slot armor **Price** 45,400 gp (DC 31) **Weight** 60 lbs (Medium)
This angular, segmented armor kit adds significantly to a Battlechanger's bulk in robot mode, and in vehicle mode, turns any vehicle, no matter how innocuous, into a 'technical' fighting vehicle. The Up-Armor Kit adheres to the Battlechanger's hull with quick-release mag-clips and can easily accommodate the complexities of transformation.

The Up-Armor Kit is a **+3 blow-off, trans-scanning and wilding agile half-plate.** The Up-Armor Kit's *wilding* property applies to any alt-mode assumed by the wearer, allowing the Battlechanger to retain the armor in vehicle mode.

Vehicle Mode Weapons

When in vehicle mode, the Battlechanger fields an externally mounted ***+1 M-60 of infinite ammunition.*** The Battlechanger cannot fire or control this weapon independently, but a partner can. This weapon folds into the Up-Armor Kit when in robot mode and cannot be accessed.

Special: Only Battlechangers with at least one vehicular alt-mode can wear this unique armor.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph*, *BFG*, *break*, *infinite ammunition*, creator must be a Battlechanger
Cost 22,700 gp (DC 29)

VEST, HEAVY DUTY

Aura strong enchantment and transmutation **CL** 16th
Slot armor **Price** 96,000 gp (DC 33) **Weight** 28 lbs
This bulky, padded tactical vest is sheathed in a swamp-green Kevlar outer layer. Thick rows of hunter-orange padding at the left shoulder provide a rest for the buttstock of a rifle. Multiple carry-all pockets only add to the vest's bulk.

A Heavy Duty Vest is a **+4 military ballistic vest**. While wearing the Heavy Duty Vest, the character gains a +4 enhancement bonus to his STR score. The wearer is proficient with all Exotic firearms and gains Heavy Weapon Specialization as a bonus feat.

Construction
Requirements Craft Magic Arms and Armor, *basic military training*, *bull's strength*
Cost 48,000 gp (DC 31)

VEST, STORMPUNK

Aura strong evocation **CL** 15th
Slot armor **Price** 160,000 gp (DC 35) **Weight** 2 lbs
Somebody cut the sleeves off this battered, shop-worn black leather jacket, and decorated the shoulders and side pockets with silver rivets. A thickened, stylized lightning bolt has been stitched onto the back with golden thread so bright is practically glows. Safety pin and concert buttons jangle from the pockets and collar.

The Stormpunk Vest is a cut-down **+1 leather jacket of cold and electricity resistance.** The wearer gains Cold and Electricity Resistance 10. The wearer can use the following spells the listed times per day.

- *Call Lightning Storm* (3x/day)
- *Control Winds* (1x/day)
- *Wind Wall* (as a quickened spell, 1x/day)

Similar Items

An ancient Cultureborn version of this item, reverse engineered from designs stolen from fabled ***Skygard***, takes the form of a gleaming platinum helm framed with stylized wings. This occupies the head slot, and provides no Armor Class enhancement, obviously. It costs around 3,000 gp less purely by the numbers, but the vast age and reputation means that in practical terms, this discount is essentially meaningless.

Construction
Requirements Craft Magic Arms and Armor, *call lightning storm, control winds, resist energy, wind wall*
Cost 80,000 gp (DC 33)

VEST, TACTICAL LOADOUT

Aura faint conjuration **CL** 5th
Slot armor **Price** 19,000 gp (DC 28) **Weight** 12 lbs
This midnight-black tactical vest has eight full ammunition pouches made of red ballistic fabric arranged in two vertical columns along the breast plate. When the vest's power is called upon, all eight ammo pouches pulse briefly in sequence, red flames against black Kevlar.

The Tactical Loadout Vest is a **+2 tactical ballistic vest**. The wearer can use *reload!* at will, but only to reload weapons they are personally wielding at the time.

Construction
Requirements Craft Magic Arms and Armor, *reload!*
Cost 9,500 gp (DC 25)

VEST, TRANSMETAL

Aura faint abjuration **CL** 5th
Slot armor **Price** 15,000 gp (DC 27) **Weight** 2 lbs
When inactive, the only trace of this futuristic, matte-black Kevlar vest's true defensive power are slender gold circuit motifs covering the torso. Occasionally, these lines flare with crackling electrical discharges.

The Transmetal Vest is a **+1 light ballistic vest.** Three times per day, the vest's wearer can activate *transmetalization* as a standard action, gaining immunity to Ballistic and Force damage for up to 5 minutes per activation. While this effect is active, the Transmetal Vest sheds bright illumination in a 5 ft radius and dim illumination for a farther 20 ft.

Construction
Requirements Craft Magic Arms and Armor, *transmetalization*
Cost 7,500 gp (DC 25)

WALLCRAWLER SKIN

Aura moderate psychometabolism **ML** 10th
Slot armor and face **Price** 55,600 gp (DC 32) **Weight** 2 lbs
The majority of tightly-fitted, counter-hugging bodystocking is a glossy black resembling fetish vinyl, but far more durable. The breast and shoulders of the armor,

as well as the collar and full face mask are formed from a different material, with a rough, bumpy texture like a basketball's skin. This rougher, heavier fabric forms a downward pointing triangle, and is usually a more dramatic splash of color against the suit's darkness. The Wallcrawler Skin features an all-concealing face mask with large, mirrored lenses over the eyes that conceal the wearer's identity without compromising his or her peripheral vision.

Wallcrawler Skin is a **+2 second skin.** While wearing Wallcrawler Skin, the character gains a Climb speed equal to their land speed as well as a +8 bonus on Climb checks. Three times per day, the wearer can activate *greater invisibility* as a swift action, which remains in place for 1d4+3 rounds.

Similar Items

The non-psi version of this item substitutes *spiderclimb* and *greater invisibility* for the requirements below, and has a moderate illusion aura. The two versions are equally common.

Construction

Requirements Craft Magic Arms and Armor, *chameleon, defy gravity*

Cost 27,800 gp (DC 29)

WAR BLOUSE

Aura faint transmutation **CL** 5th

Slot armor **Price** 7,800 gp (DC 25) **Weight** 18 lbs

This armor consists of a heavy leather cuirass over a pristine white silk underlayer. Multiple layers of rigid leather, accented with gold fastenings, protect the torso, and are decorated with curling motifs resembling ram's horns encircle each breast.

The War Blouse is a set of **+1 expeditious studded leather.** While wielding the War Blouse, the character is treated as possessing the Run and Up the Walls feats.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace, expeditious retreat*

Cost 3,900 gp (DC 23)

WAR ROVER ARMOR

Aura faint enchantment **CL** 5th

Slot armor **Price** 7,500 gp (DC 25) **Weight** 25 lbs

Once genetic engineering is weaponized, every nation-state and NGO that can afford it begins custom-breeding Anthro super-soldiers. War Rover Armor is an American armor system fairly typical of the gear provided to trusted, battle-tested Anthro operatives. War Rover is a matte gunmetal grey hardsuit with a burst of patriotic red, white and blue detailing painted on the left pauldron. The modular armor is designed to be worn by a variety of Anthros of different sizes and breeds, though the armor is especially prized by uplifted canids.

War Rover Amor is a set of **+1 Anthro-adaptive, benevolent MP tactical armor.** Special occult-tech systems built into the armor allow an Anthro wearer with the *scent* special quality to retain use of this ability even when the armor is fully environmentally sealed without compromising its protective *space suit* armor quality.

Construction

Requirements Craft Magic Arms and Armor, *aid, Anthro adaptation, instant armor* or *make whole*, creator must be an Anthro

Cost 3,750 gp (DC 22)

WEAPON-MASTER'S LEATHERS

Aura faint transmutation **CL** 5th

Slot none **Price** 54,200 gp (DC 32) **Weight** 20 lbs

Gaudy and visually arrogant, Weapon-Master's Leathers are a tightly fitted, high gloss black leather catsuit, worn open at the collar to mid-sternum. The theatrical collar is blood red and comes to a high point behind the crown of the wearer's head.

The Weapon-Master's Leathers are a set of **+2 star leathers.** While wearing this armor, the character gains a +5 competence bonus on Craft (cybernetics) and Craft (firearms) checks. Up to five times per day, the wearer can touch any weapon he is wielding and increase its damage output by one dice for one minute, or until the touched weapon leaves his hand.

Construction

Requirements Craft Magic Arms and Armor, *BFG, engineer's touch*

Cost 27,100 gp (DC 29)

WINTER OPS SNOW SUIT

Aura moderate abjuration **CL** 7th

Slot armor **Price** 52,000 gp (DC 21) **Weight** 5 lbs

Exclusively white and grey, this field uniform is designed for arctic operations. The uniform undersuit well insulated, there are heating elements built into the ballistic armor, and a thick wolf-fur cloak and hood provides additional protection from the elements and breaks up the wearer's outline farther.

The Winter Ops Snow Suit functions as a **+1 tactical ballistic vest of improved Cold resistance.** The wearer is under a constant *pass without trace* effect in any area of environmental Cold.

Similar Items

The *Desert Ops Field Suit* is decked out in chocolate chip camouflage, and includes a wide-brimmed hat and Havelock to keep the sun off the back of the neck. This item is a ***+1 tactical ballistic vest of improved Fire resistance,*** and provides *pass without trace* in any area of environmental heat. Cost and construction requirements are identical.

More expensive versions of either armor might use either the Survival Suit (+500 gp) or Scout Armor (+2,000 gp) as the base armor. Increase the construction costs appropriately.

Construction
Requirements Craft Magic Arms and Armor, *resist energy, pass without trace*
Cost 26,000 gp (DC 293)

WRECK PLATE

Aura strong abjuration **CL** 9th
Slot armor **Price** 94,000 gp (DC) **Weight** 30 lbs (medium)
Wreck Plates are repurposed and scavenged automobile and aircraft parts, crudely bolted together, purpose-cut and welded together into a simple yet efficient breast plate. Despite the crude manufacture, Scavengers who forge this armor take great pride in it, painting elaborate tribal designs and flame motifs in brilliant, rust-resistant colors. Tribal slogans and fearsome mottos written in alien glyphs are also common.

A Wreck Plate is a **+2 trans-scaling, wild breastplate.**

While wearing Wreck Plate, the wearer becomes immune to Acid and to effects that rust or degrade metal, such as *rusting grasp,* or a rust monster's touch. The Wreck Plate remains functional when the wearer is in alt-mode, and does not impede the transformation process.

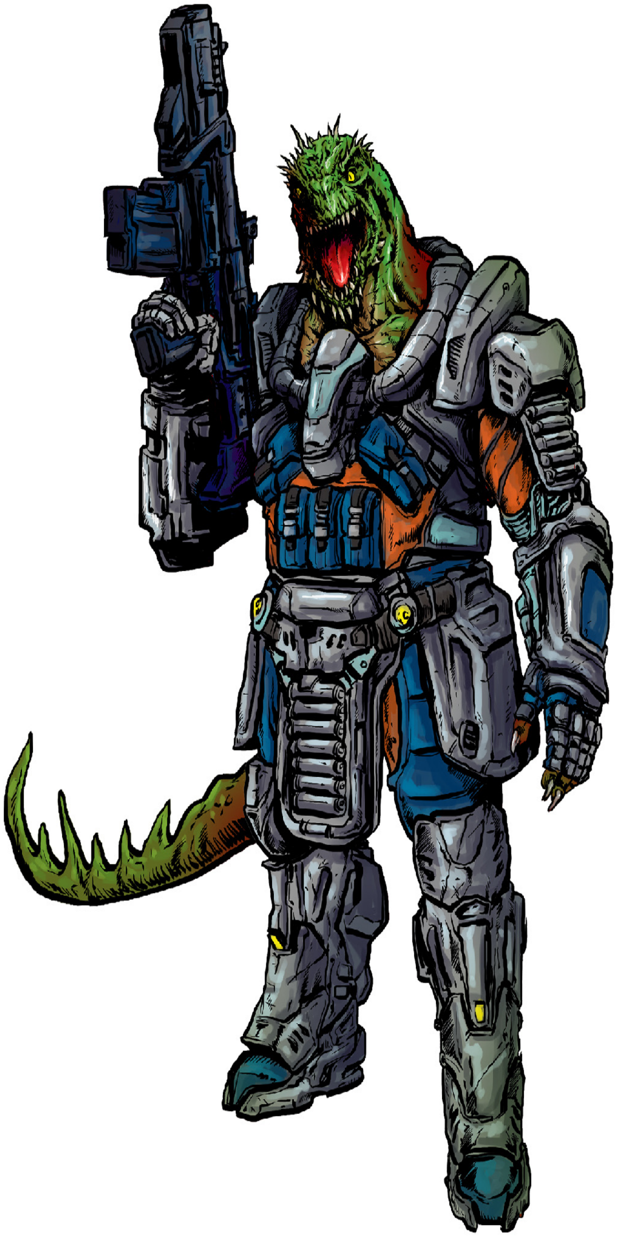
Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, BFG, resist energy, trans-metalization* creator must be a Scavenger Battlechanger
Cost 47,000 gp (DC)

XENO-LEGION TACTICAL DRESS

Aura faint transmutation **CL** 8th
Slot none **Price** 10,800 gp (DC 26) **Weight** 30 lbs
The Xeno-Legion is one of the galaxy's foremost private military contractors, expertly drilled and superbly equipped mercenaries culled from the ranks of every sentient species in the Multiverse. Xeno-Legionnaires are instantly recognizable, no matter their morphology, in their stark and polished black and white body armor, customized to suit their species. Veterans, decorated heroes and staff officers are often issued occult-tech versions of the standard field uniform.

Xeno-Legion Tactical Dress is a set of **+1 Anthro-adaptive, MP tactical armor.** The armor will automatically resize and adapt to the anatomy of any living wearer, not merely Anthros. While wearing this armor, the character gains a +4 morale bonus on Saves against fear effects as well as a +2 morale bonus on Initiative checks.

Construction
Requirements Craft Magic Arms and Armor, *good hope, make whole*
Cost 5,400 gp (DC 23)



MAGIC WEAPONS

.30/.30 SCATTERGUN

Aura moderate transmutation **CL** 8th
Slot weapon **Price** 73,950 gp (DC 33) **Weight** 8 lbs
This heavy duty, military shotgun has a pair of long, trapezoidal barrels of grey steel lined with crimson circuitry patterns. It is a common weapon among Battlechanger explorers and colonists.

The .30/.30 Scattergun is a **+1 thundering combat shotgun of infinite ammuniton.**

If the .30/.30 Scattergun is wielded by a Battlechanger, the creature gains access to a new Primitive alt-mode. In this form, the Battlechanger becomes a Large robotic horse (use statistics for a Heavy War Horse with standard Battlechanger immunities). The robotic horse alt-mode has a matte grey hull accented by crimson. The Battlechanger can use the .30/.30 Scattergun at no penalty in robotic horse form, as the weapon mounts to a gimballed turret on the robotic horse's flank or spine.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *blindness/deafness, infinite ammunition triple form*
Cost 36,975 gp (DC 31)

ACROBAT'S STAFF

Aura moderate transmutation **CL** 5th
Slot none **Price** 26,750 gp (DC 29) **Weight** 2 lbs
This silvery, modular battle staff is hollow and made from light yet durable aircraft aluminum. Textured plastic grips in purple or burgundy are spaced where the wielder's hands would be as she wields the staff in battle.

The Acrobat's Staff is a **+1 advancing collapsible staff.** While the Acrobat's Staff is wielded in at least one hand, the wielder gains a +4 enhancement bonus to her DEX Score. The staff's wielder may use her DEX modifier for attacks with it, even though the Acrobat's Staff is not a light weapon.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 13,375 gp (DC 27)

Adventurer's Blaster
Aura faint transmutation **CL** 4th
Slot weapon **Price** 11,000 gp (DC 26) **Weight** 2 lbs
This retro-futuristic laser blaster has a fat, oval lasing chamber and long needle like barrel. Everything's gleaming silver chrome with a set of short, winged sights. The weapon looks ostentatious, cheesy yet somehow dramatic.

The Adventurer's Blaster is a **+2 spacer's blaster of infinite ammunition.** While wielding the Adventuter's blaster, the character receives a +1 luck bonus on all saving throws.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, resistance*
Cost 6,500 gp (DC 24)

ADVENTURING UZI

Aura moderate transmutation **CL** 7th
Slot weapon **Price** 26,000 gp (DC 29) **Weight** 8 lbs
This diffidently-maintained Uzi submachine gun has a colorful red and orange bandana tied around the grip. Despite the fact the weapon is worn and a little beat-up, it can still blaze away with rapid fire precision.

The Adventuring Uzi is a **+1 Uzi of speed.** While wielding or carrying the weapon, the shooter gains a +1 luck bonus on all saving throws.

Construction
Requirements Craft Magic Arms and Armor, *bless, haste*
Cost 13,000 gp (DC 27)

ADVENTURING DAGGERS

Aura moderate evocation **CL** 10th
Slot weapon and chest **Price** 12,750 gp (DC 26)
Weight 1 lb (bandolier)
These razor-sharp, gleaming silver throwing daggers are nearly paper-thin, with long metal handles without a separate hilt. A black Kevlar bandolier holds dozens of these slender blades, and there are always more at the ready.

Adventuring Daggers function as **+1 wounding throwing daggers of infinite ammunition**. The infinite ammunition property only functions when the bandolier is worn, otherwise the weapon functions as a simple **+1 wounding throwing dagger.**

Construction
Requirements Craft Magic Arms and Armor, *bleed, infinite ammunition*
Cost 6,375 gp (DC 24)

AEON WHIP

Aura strong evocation **CL** 19th
Slot weapon **Price** 102,700 gp (DC 34) **Weight** 2 lbs
The throng of this high-tech whip tapers to a monomolecular edge that glows with an eerie violet light that nearly passes out of the visible spectrum and into deep ultraviolet. The weapon's grip is glossy ebony polymer.

An Aeon Whip is a **+4 temporal-bane, keen particle whip.** The weapon's bane property activates against those rare creatures of the temporal subtype, as well as any creature whose personal time-flow has been manipulated within the previous round. This includes manipulation by effects such as haste or slow, or other effects that alter a character's timeline. On a critical hit with the Aeon Whip, the victim is affected by *aeons crash down,* as well as the normal limb-slicing effects of a *particle* weapon.

Construction

Requirements Craft Magic Arms and Armor, *aeons crash down, keen edge, summon monster I*
Cost 51,350 gp (DC 32)

AMERICAN NINJA'S RIFLE

Aura faint transmutation **CL** 5th
Slot weapon **Price** 9,400 gp (DC 25) **Weight** 8 lbs
A lot of elite service members came back from the rice paddies of Vietnam and Lagos with a deep interest in the martial arts. The best might have made it as far as Japan to study the ancient arts of ninjutsu, blending these skills with those they learned in the US military. This heavily modified M-16 is matte black with a glossy red, white and blue star-spangled paintjob on the buttstock and around the trigger guard.

An American Ninja's Rifle is a **+2 M-16A2 rifle.** The weapon is treated as possessing the *Monk* weapon quality.

Similar Items

Sometimes an Uzi or other submachine gun replaces the M-16 rifle as this patriotic weapon's base. Cost and construction requirements are identical. Russian super-soldiers might carry a renamed and repainted version of this weapon in bold Communist red and gold.

Construction
Requirements Craft Magic Arms and Armor, *haste*
Cost 4,700 gp (DC 23)

ANDROMEDA MAUL

Aura strong abjuration **CL** 10th
Slot weapon **Price** 30,000 gp (DC 30) **Weight** 8 lbs
This mighty mace is hewn from a black, alien glass harder and denser than titanium. Tiny occlusions within the strange glass resemble vast and endless starscapes and seem to glow with their own internal light. The mace's shaft is wrapped haphazardly with auburn leather straps.

The Andromeda Maul is a **+3 aberration-bane, defiant heavy mace.** While wielding the Andromeda Maul, the character is sheathed in an energy aura that functions as armor with the *space suit* property.

Construction
Requirements Craft Magic Arms and Armor, Heroic Defiance, break enchantment, *emergency space suit, stabilize, summon monster I*
Cost 15,000 gp (DC 27)

ANTHRO-SOUL DAGGER

Aura faint transmutation **CL** 3rd
Slot none **Price** 9,300 gp (DC 25) **Weight** 2 lbs
A small but dangerous illusory animal – a cornered rat, a stalking lynx, a hissing cobra, or snarling badger, among others –paces and snarls silently within the indestructible enchanted glass that forms the blade of this fighting knife.

The Anthro-Soul Dagger is a **+1 keen dagger.** Twice per day, the wielder can cast *anthro adaptation* to benefit himself via the Dagger. The benefit provided by the spell is always the same, chosen by the creator at the time the Dagger is forged, and is symbolic of the illusory animal within the blade.

Special
Other edged weapons might be used as the base for this magical weapon, such as handaxes, short swords or longspears. In either case, the head or blade of the weapon remains composed of mystical glass rather than metal. Cost and construction requirements are basically unchanged.

Construction
Requirements Craft Wondrous Items, *anthro adapation, keen edge,* creator must be an Anthro
Cost 4,650 gp (DC 23)

ANTI-CYBER 5.7MM SMG

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 10,600 gp (DC 26) **Weight** 2.5 lbs
This well-balanced, nano-assembled submachine gun is equipped with smart-targeting systems intended to put a well-trained soldier on a competitive level with a full conversion cyborg war machine.

The Anti-Cyborg 5.7mm SMG is a **+2 cyborg-bane next-gen 5.7mm SMG.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 5,300 gp (DC 23)

ANTI-CYBER ARMS

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 6,400 gp (DC 24) **Weight** 4 lbs
Like the *Anti-Cyber 5.7mm SMG*, this well balanced, carbon-nanotube fighting staff is designed to allow a well-trained human soldier to take out a heavily armored cyborg war machine…and make the take-down look easy.

The Anti-Cyber Arms is a **+1 cyborg-bane, cyborg-defiant quarterstaff.** This weapon has the defiant property, normally reserved for armor. Both the weapon's bane and defiant properties activate against creatures with the Cyborg subtype.

Similar Items
This weapon can be based on a *collapsible baton*, *collapsible staff* or *tonfa* base weapon rather than a traditional quarterstaff at no real change in creation cost or purchase price. All three versions of the weapon are equally common.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 3,200 gp (DC 22)

ANTI-CYBER BLADE

Aura moderate conjuration **CL** 8th
Slot none **Price** 21,250 gp (DC 29) **Weight** 3 lbs
Highly classified *Anti-Cyber* weapons are usually often wielded by elite police and military squads tasked with taking down heavily armed and nearly invulnerable full conversion cyborgs. The Anti-Cyber Blade is a high-tech, matte black vibro-blade nearly a meter long.

The Anti-Cyber Blade is a **+3 cyborg-bane high frequency sword.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 10,625 gp (DC 26)

ANTI-CYBER STRIKING GLOVES

Aura moderate evocation **CL** 8th
Slot hands/weapon **Price** 6,750 gp (DC 24)
Weight negligible
Anti-Cyber Striking Gloves are heavily padded, nanite-infused fighting gloves. The faux leather is a pristine white, while the reinforced knuckles are shiny black.

Anti-Cyber Striking Gloves are **+1 cyborg-bane, mighty cleaving nanoweave combat gloves.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *divine power, summon monster I*
Cost 3,375 gp (DC 22)

ANTI-GHOST "BOSS MAN" ECTO-BLASTER

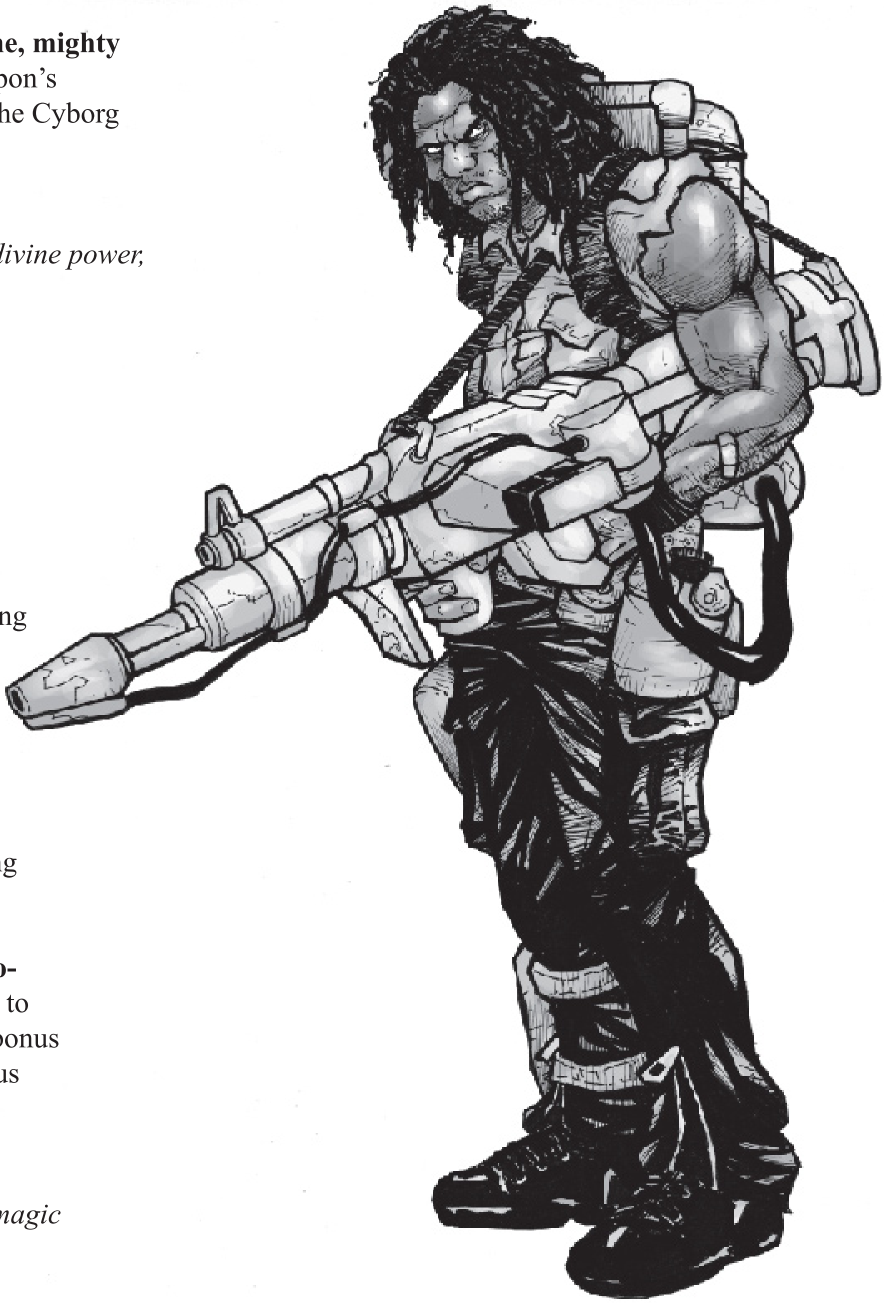
Aura moderate transmutation **CL** 16th
Slot weapon **Price** 39,000 gp (DC 31)
Weight 50 lbs (backpack)
High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "Boss Man" style Ecto-Blaster's practical black and grey construction is accented with silver touches, including a chromed trigger guard. It fires a beam of pulsing silver ectoplasm.

A "Boss Man" Ecto-Blaster is a **+4 allying ecto-blaster.** If the wielder uses the allying property to transfer some of the Boss Man's enchantment bonus to an ally also wielding an ecto-blaster the bonus provided is always +2 better than normal.

Construction
Requirements Craft Magic Arms and Armor, *magic weapon*
Cost 19,500 gp (DC 28)

ANTI-GHOST "GHOST TRAP" ECTO-BLASTER

Aura faint abjuration **CL** 9th
Slot weapon **Price** 42,000 gp (DC 31)
Weight 50 lbs (backpack)
High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "Ghost Trap" style Ecto-Blaster's has a double-barreled construction which delivers more exotic energy on target with every hit. The Ghost Trap's beam is a lurid yellow and lime, designed to keep slippery, hard to catch ghosts in our dimension.



A "Ghost Trap" Ecto-Blaster is a +**3 phase locking ecto-blaster.**

Construction

Requirements Craft Magic Arms and Armor, *dimensional anchor*

Cost 21,000 gp (DC 29)

ANTI-GHOST "HEAVY DUTY" ECTO-BLASTER

Aura strong conjuration **CL** 16th

Slot weapon **Price** 60,000 gp (DC 32)

Weight 50 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "Heavy Duty" style Ecto-Blaster does everything an ordinary Ecro-Blaster can do, only better and faster. This weapon's exotic energy beam is a stream of nuclear orange fury that gushes out of a firing mechanism that looks like a high-tech fire hose, and is capable of disintegrating undead with a single pass.

The "Heavy Duty" Ecto-Blaster is a **+4 disrupting ecto-blaster of distance.** It has the disruption property, normally restricted to bludgeoning melee weapons, because the idea of a ghost-popping laser gun is pretty hilarious. Don't be afraid of no ghosts!

Construction

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, disruption*

Cost 30,000 gp (DC 30)

ANTI-GHOST "HIGH LIGHTER" ECTO-BLASTER

Aura moderate enchantment **CL** 8th

Slot weapon **Price** 48,000 gp (DC 31)

Weight 35 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "High Lighter" style Ecto-Blaster is a slightly lighter-weight model designed to assist in target acquisition, usually distinguished by blue or violet glow-points and lights built into the weapon.

The "High Lighter" Ecto-Blaster is a **+3 lesser designating ecto-blaster.** Any invisible creature damaged by the High Lighter is affected as by *glitterdust*, which takes the form of crackling blue lightning arcing around their body.

Construction

Requirements Craft Magic Arms and Armor, *glitterdust, instant enemy*

Cost 24,000 gp (DC 29)

BLADECHARMS (VARIOUS)

Aura various **CL** various

Slot none **Price** varies **Weight** negligible

Beautiful and bright little charms can be fitted to a small silver chain dangling from the hilt of a *Bladekey*, transforming the weapon's design dramatically and offering new powers.

Affixing or removing a Bladecharm is a full round action. The Bladekey's wielder can apply the effect of one Bladecharm per five character levels (maximum 4 charms at 20th level). Each Bladecharm applies an additional magic weapon quality, and change the weapon's appearance in a way that reflects the power granted. (For instance: a Bladekey made *vorpal* takes on a threatening, guillotine-like design, a Bladekey made *flaming* grows bright red and orange draconic scales.)

You may construct a Bladecharm for virtually any magical weapon property. Bladecharms have construction costs and purchase prices equal to .75 (or ¾) of the standard magical weapon property when applied permanently to a weapon. The fact the Bladecharm is useless without a matching *Bladekey* is a trade-off for flexibility.

Construction

Requirements Craft Magic Arms and Armor, various spells

Cost varies

BLADEKEY

Aura moderate illusion **CL** 10th

Slot weapon **Price** 36,750 gp (DC 30) **Weight** 5 lbs

These exotic longswords have an intricately carved and painstakingly sculpted edge that has all the tines and complex curving, swooping arches of an archaic key. The hilt and guard are equally ornamental. A word from the wearer, and this exotic and beautiful blade becomes a big, vaguely archaic house key on a bright and colorful charm-chain or decorative silk ribbon. Style and coloration vary wildly, but are always impressively executed.

The Bladekey is a **+2 allying, glamered, keen longsword.** While wielding the Bladekey in hand, the wearer can cast *knock* at will. While in it's glamered keychain from, the Bladekey has negligible weight.

Construction

Requirements Craft Magic Arms and Armor, *keen edge, knock*

Cost 18,375 gp (DC 28)

BLASTER, BATTLELOCK

Aura faint transmutation **CL** 3rd
Slot none **Price** 17,000 gp (DC 28) **Weight** 5 lbs
This bulky energy pistol has a spindle-shaped heat and energy resistant barrel. This weapon, and similar devices, are often used by Earth Defense Squads assigned to anti-Battlechanger operations.

The Battlelock Blaster functions like a **+1 heavy ion pistol of infinite ammunition.** A Battlechanger damaged by the weapon must succeed at a DC 14 FORT Save or be affected by *alt-lock* for 3 rounds.

Construction
Requirements Craft Magic Arms and Armor, *alt-lock, infinite ammunition*
Cost 8,500 gp (DC 25)

BLASTER, RUST

Aura strong transmutation **CL** 10th
Slot weapon **Price** 91,000 gp (DC 33) **Weight** 5 lbs
The bulbous firing chamber of this advanced energy weapon not only produces a lazing effect, it produces a unique energy that distorts the molecular structure of metal, causing instant intoxication.

A Rust Blaster is a **+2 spacer's blaster of infinite ammunition.** Any opponent struck by this blaster's dirty crimson energy beam is affected as by *rusting grasp.* Metallic armor worn by the target is automatically affected, but melee weapons must be specifically targeted with a ranged touch attack to be affected. Metallic creatures suffer 3d6 +10 points of additional damage from extreme rusting, in addition to the weapon's base damage.

Similar Items

The ***Rust Blaster Rifle*** uses a Pulse Rifle as the base weapon. The finished weapon only costs about 2,500 gp more than a standard Rust Blaster, and is almost as common.

The ***AMX (Anti-Mech Experimental) Sniper Rifle*** is an exceptionally pricy variant. This weapon is a ***+4 Mecha-bane .30 anti-vehicle sniper rifle of distance and infinite ammunition*** which has an identical rusting effect. Its more potent rust inflicts 3d6+15 additional damage against mostly metallic targets. This weapon is CL 15th, and has a base cost of 130,000 gp (DC 35). Modify construction requirements appropriately.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, rusting grasp*
Cost 45,500 gp (DC 33)

BLASTER RIFLE, GALACTIC STANDARD

Aura faint conjuration **CL** 5th
Slot none **Price** 7,500 gp (DC 25) **Weight** 10 lbs
What the AK-47 is to Earthly warfare, Galactic Standard Blaster Rifle is to intergalactic conflicts. The GS-BR is obsequious, cheap and reliable. Virtually any 3D fabricator with the capacity for occult-technology can crank out a half dozen GS-BRs in a day. These weapons are readily available in every corner of the Multiverse, often for cheaper than the list cost described here.

The Galactic Standard Blaster Rifle is a **+1 pulse rifle of infinite ammunition.** The weapon's robust design reduces the difficulty of Craft checks to repair the weapon by -4.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*
Cost 3,750 gp (DC 22)

BOARDING AXE

Aura faint transmutation **CL** 5th
Slot weapon **Price** 22,100gp (DC 29) **Weight** 6 lbs
This heavy, stainless steel designed specifically to chew through starship hulls. The thick, textured white plastic grip fits easily in spacesuit gauntlets. The heavy, angular battleaxe has a specially reinforced, serrated cutting edge lined with industrial diamond grit.

The Boarding Axe is a **+2 advancing battleaxe.**

If the wielder places the Boarding Axe against a starship's hull, the weapon splits apart on previously unseen seams, forming an airlock in the hull as per the spell, *boarding lock.* The Boarding Axe remains in airlock configuration until it is pulled free from the hull as a standard action, whereupon it resumes its axe configuration.

Construction
Requirements Craft Magic Arms and Armor, *boarding lock, feather step*
Cost 11,050 gp (DC 26)

BOW, DEMON WOLF

Aura strong telepathy **ML** 12th
Slot none **Price** 68,000 gp (DC 32) **Weight** 3 lbs
Only the deadliest mind-hunters of the First Nations Coalition fight with these ceremonial bows. A Demon Wolf Bow is built according to traditional Apache or Cheyenne ways, with the bow's grip wrapped in a short length of grey wolf's fur – which conceals a dime-sized psi-tech microcomputer with a whole lot of psionic processing power.

The Demon Wolf Bow is a **+2 huntsman longbow.** Three times per day, the wielder can manifest *deadly fear* against any target successfully attacked with one of the bow's arrows within the previous hour. The *deadly fear* takes the form of a demonic wolf of black mist with burning eyes, which speaks to the victim in a Native dialect that the victim can always instinctively understand. The *deadly fear* is augmented and requires a DC 20 Save to (WILL) disbelieve or (FORT) halve the damage from the effect. If the victim shares Native American heritage, they suffer a farther -2 penalty on the WILL Save to disbelieve the *deadly fear*.

Construction
Requirements Craft Magic Arms and Armor, *deadly fear, detect animals or plants*
Cost 34,000 gp (DC 30)

BOW, ELECTRO-SHAFT

Aura moderate psychokinesis **ML** 10th
Slot weapon **Price** 18,750 gp (DC 12) **Weight** 3 lbs
This extremely advanced compound bow is a sleek sculpture of brushed aluminum. It lacks a string completely; instead a pair of coin-sized gravometric emitters glow at each end of the curve. Miming the action of drawing back a string causes a crackling bolt of brilliant white energy to appear where an ordinary arrow would.

The Electro-Shaft Bow is a **+2 energy composite longbow of distance.**
Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, energy ray*
Cost 9,375 gp (DC 10)

BOW, GREEN DEAL

Aura moderate abjuration **CL** 11th
Slot weapon **Price** 47,500 gp (DC 31) **Weight** 4 lbs
The olive-drab titanium frame of this composite long bow is accented with lime green paint on the pulleys and a fluorescent neon-green Kevlar bow string. Bumper stickers from up and coming liberal politicians like Ocasio-Cortez and Warren are wrapped around the handgrip.

The Green Deal Bow is a **+2 anarchic composite longbow of distance.** If used against truly expensive private vehicles, such as limousines or private or corporate jets, high end sports cars, and the like, the weapon ignores the vehicle's hardness or non-magical Damage Reduction.

Construction
Requirements Craft Magic Arms and Armor, *bow spirit, chaos hammer, clairaudience/clairvoyance*
Cost 23,750 gp (DC 29)

BOWEL SPASM STUNNER

Aura faint necromancy **CL** 5th
Slot weapon **Price** 6,700 gp (DC 24) **Weight** 4 lbs
The Bowel Spasm Stunner is classified as 'less-lethal' but it is one of the most humiliating deterrence weapons ever devised. The weapon is a sleek, professional looking energy pistol, which belies its capabilities and the imaginative mayhem a creative shooter can unleash. A selector knob above the trigger guard allows the wielder to set the weapon's nausea factor, from mild skidmark to 'shat into unconsciousness'.

The Bowel Spasm Stunner is a **+1 nausea gun.** On a critical hit with the weapon, in addition to the nausea, the victim vomits and defecates uncontrollably, becoming *stunned* for one round.

Special: A proficient wielder can increase the Bowel Spasm Stunner's power output as a swift action. The next shot with the weapon consumes 6 shots from the energy cell, but on a successful hit inflicts 4d6 non-lethal damage, and threatens a critical hit on 15-20.

Construction
Requirements Craft Magic Arms and Armor, *vacate bowels* (Enchantments of Black Tokyo)
Cost 3,350 gp (DC 22)

BOX OFFICE GLADIUS

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 13,500 gp (DC 27) **Weight** 3 lbs
This blade is an unusual evolution of the traditional Roman gladius, evolved on an alternate Earth where the state games evolved into a global entertainment mega-empire. Two thin, ultra-dense blades are set side by side, rather than a single sword blade. The hilt and first six inches of the blade are laser-cut with sponsor logos, with the wealthiest sponsors symbols and glyphs' inlaid with gold and lapis lazuli.

The Box Office Gladius is an extensively modified **+1 advancing gladius.** The weapon's two-bladed construction provides it with the *disarm* mundane weapon property.

Special: If wielded by a Box Office Slave, the weapon is treated as a ***+2 advancing, keen gladius*** instead. A Box Office Slave gains a +4 bonus on Perform checks made with this weapon.

Construction
Requirements Craft Magic Arms and Armor, *feather step, keen edge*
Cost 6,750 gp (DC 24)

BOX OFFICE PSI-SLICER

Aura strong psychokinesis **ML** 12th
Slot weapon **Price** 14,400 gp (DC 27) **Weight** 4 lbs
This sword is a lengthened, 1.5 meter long evolution of the *Box Office Gladius.* Like the smaller weapon, this sword has two blades spaced roughly half an inch apart in the intricately carved hilt.

The Box Office Psi-Slicer functions as a **+1 psychokinetic burst longsword**.

Due to its unusual two-bladed cstruction, this sword gains the disarm *mundane* weapon property.

Special: If wielded by a Box Office Slave, the weapon can be used as a channel for the Box Office Slave's inner fury. As an attack action, the wielder can expend psionic focus to make a ranged attack with the Psi-Slicer. This ***+1 psychokinetic burst ranged pulse*** attack inflicts 2d6+1 force, 19-20/x2, 30 ft range increment.

Construction
Requirements Craft Magic Arms and Armor, *concussion blast*
Cost 7,200 gp (DC 25)

BRIGHTSTAR BLADE

Aura strong transmutation **CL** 16th
Slot weapon **Price** 58,000 gp (DC 32) **Weight** 4 lbs
Though the Brightstar Blade functions perfectly well as a single-edged longsword, it is really only half a weapon, a diamond-like double edged sword split neatly in half down the center line. The blade glows with blazing, stellar fury like a sun was trapped in the strange steel.

By default a Brightstar Blade is a **+1 flaming burst longsword.**

Two Brightstar Blades can be combined together into a complete, and more powerful sword. The combined Brightstar Blade becomes a ***+3 brilliant energy, flaming burst greatsword.*** Once combined, it requires a DC 22 STR check to separate the composite Brightstar Blade into two individual blades once again.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, fireball, gaseous form*
Cost 29,000 gp (DC 30)

CALLING NODE

Aura strong conjuration **CL** 13th
Slot head **Price** 52,950 gp (DC 32) **Weight** negligible
Merely examining a Calling Node rarely reveals its true purpose, and few spacers realize this ancient piece of Senator-tech is actually a weapon. The Calling Node is an irregularly shaped orb of milk-white light, vaguely ovoid, surrounded by hardlight forcefields in pale blue and green. These solid energy fields grow across the glowing orb like coral. Pressing the longest, tapering edge of the Calling Node to the lips activates the device.

A Calling Node functions as a **+3 jurist silver trumpet.** Once per day, the wielder can cast *summon monster VI* to summon any creature(s) with the celestial template via the Calling Node. However, the Calling Node vanishes for 3d6 hours when used in this manner. It reappears in either the wielder's hand or at their feet, (or adjacent to their corpse if the wielder is slain in the interval) when this period elapses, regardless of the distance traveled from the point where the Calling Node vanished.

Construction
Requirements Craft Magic Arms and Armor, *owl's wisdom, summon monster VI*
Cost 26,475 gp (DC 29)

CAT SCRATCH FEVER

Aura faint transmutation **CL** 7th
Slot weapon **Price** 11,600 gp (DC 26) **Weight** 6 lbs
This futuristic rocker has a tiger-orange plastic case emblazoned with stark black slashes and accented by blinking red LEDs. The strap is leopard print for that extra touch of animalistic, passionate style.

Cat Scratch Fever is a **+2 lazer rocker,** which has been enchanted to provide a +4 bonus on Perform (stringed) checks while it is wielded.

Special: If wielded by a feline Anthro or other felinoid with Bard class levels, the character gains Extra Performance as a bonus feat. Cat Scratch Fever must be possessed for 24 hours before this property activates.

Construction
Requirements Craft Magic Arms and Armor, *musical warrior*
Cost 5,800 gp (DC 23)

CHAINSAW, ULTRA-GORE

Aura overwhelming necromancy **CL** 18th
Slot weapon **Price** 104,750 gp (DC 34) **Weight** 10 lbs
This industrial chainsaw has a dingy red casing splattered with crusted blood so old it's black. The chain blade itself is exaggerated and lethal, studded with twisted hooked shards of steel.

The Ultra-Gore Chainsaw is a **+3 keen chainsaw.** On a confirmed critical hit with the Ultra-Gore Chainsaw, the target is chewed apart, rending them to bloody chunks in a manner similar to a weapon with the *vorpal* property....but a lot nastier. Few beings can survive such dramatic over-kill.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*, *bisecting cleave* *Enchantments of Black Tokyo Revised1*
Cost 52,375 gp (DC 32)

CHROMIUM TALONS

Aura faint psychometabolism **ML** 9th
Slot wrist/weapon **Price** 9,500 gp (DC 25) **Weight** 2 lbs
Once this silvery, fingerless glove is donned, the flesh and muscle of the hand beneath transforms into liquid silver, forging mono-molecular talons that can slice through anything. With a mental flex, these new talons can extend into meter-long sabers.

While wearing Chromium Talons, the wearer gains a **+2 claw attack** (1d10+2 slashing, 19-20/x2) as a primary natural weapon. The wearer gains a 20 ft reach with this claw attack, and can threaten adjacent enemies merely by shortening his swings.

Special: If worn with the ***Battletalon Breastplate***, both the wearer's hands transform, granting the wearer two claw attacks as above.

Construction
Requirements Craft Magic Arms and Armor, *metaphysical claws*
Cost 4,750 gp (DC 23)

CODE CUTTER

Aura faint conjuration **CL** 8th
Slot none **Price** 32,500 gp (DC 30) **Weight** 1 lb
This impressive blade has a hard light cutting edge that can vary in thickness, at the user's command, from 4-10 inches in width. The non-physical blade is a flat plane of cutting data, glowing sapphire and sparking with viral code that forms circuit patterns within the energy field.

The Code Cutter functions as a **+3 valiant, high tech-bane quantum sword.** The weapon's bane property activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. The weapon's *valiant* property only activates under one of two conditions. Either the wielder must possess one or more of the subtypes mentioned above, or the challenge's target must possess one or more of these subtypes.

Construction
Requirements Craft Magic Arms and Armor, *datawipe, summon monster I, true strike*
Cost 16,250 gp (DC 28)

CODPEICE, CHAINCOCK

Aura moderate transmutation **CL** 7th
Slot belt and weapon **Price** 14,000 gp (DC 27)
Weight 2 lbs
This studded black leather belt includes an impressive spiked codpiece with a pullcord attachment, like something you'd find on 20th Century lawnmower. As a standard action, the wearer can pull the ripcord and transform his genitals into a diamond toothed industrial saw.

When the Chaincock is activated, the wearer gains a natural gore attack as a primary natural attack. The gore attack inflicts 2d4 + CON modifier points of Slashing damage (crit 20/x4). The wearer can modify the attack roll with either his STR or CON modifier, whichever is greater.
If the wielder has CON 15+, the Chaincock is treated as having 10 ft reach. The Chaincock has the distracting and deadly weapon properties.

The Chaincock can be activated for up to 10 minutes per day.
The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only males can benefit from this magic item.

Construction
Requirements Craft Magic Arms and Armor, *chainsaw hands*
Cost 7,000 gp (DC 25)

CODPEICE, PUSSYGRINDER

Aura moderate transmutation **CL** 7th
Slot belt and weapon **Price** 14,000 gp (DC 27)
Weight 2 lbs
This hot pink leather belt is studded with golden hooks and features a bulging codpiece flanked by golden wings. As with the Chaincock there's a pull cord that powers up this industrial-fetish magic item. When pulled, the wearer's pussy and inner thighs become a pair of opposed belt sanders with diamond-grit belts.

When the Pussygrinder is activated, the wearer gains a natural gore attack as a primary natural attack. The gore attack inflicts 1d6 + CON modifier points of Slashing damage (crit 20/x3) and has the *grab* special quality. The Pussygrinder grants the wearer the Constrict special quality while active. If the wielder has CON 15+, the Pussygrinder provides her with a +4 bonus on CMB checks. The Pussygrinder has the distracting and deadly weapon properties.

The Pussygrinder can be activated for up to 10 minutes per day. The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only females can benefit from this magic item.

Construction
Requirements Craft Magic Arms and Armor, *chainsaw hands*
Cost 7,000 gp (DC 25)

COD PIECE, WRECKER BALLS

Aura strong necromancy **CL** 9th
Slot belt and weapon **Price** 7,500 gp (DC 25) **Weight** 2 lbs
This heavy codpiece is sculpted in the shape of two enormous testicles, hanging from the crotch, made of brass. As with the Chaincock, there is a ripcord built into the belt; pull it hard, and the big brass balls drop to the ground with a clang, attached to the belt by a oily steel chain.

When activated, the Wrecker Balls become a **+1 Viscous, Thundering Heavy Flail.**
The Wrecking Ball have 5 ft reach per point of the wearer's CON modifier. Thus a character with CON 16 (+3 modifier) would have 15 ft reach with this weapon. The wearer can still threaten adjacent squares, merely by shortening his swings.

Wrecker Balls can be activated for up to 10 minutes per day. The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only males can benefit from this magic item.

Construction
Requirements Craft Magic Arms and Armor, *animate objects, blindness/deafness, enervation*
Cost 3,750 gp (DC 22)

COLONIZER'S RIFLE

Aura faint conjuration **CL** 5th
Slot weapon **Price** 6,500 gp (DC 24) **Weight** 10 lbs
Veteran, trusted First Wave Colonizers are usually issued these superior weapons. A Colonizer's Rifle is a modern derivative of the venerable and dependable AK-47 identified as a mega-corporate weapon by the logo and ID tag built into the butt-stock.

The Colonizer's Rifle is a **+1 AK-47 of infinite ammunition.**

As a swift action, a wielder with the First Wave Colonizer Anthro template can choose to increase their indenture to their patron megacorp by +300 gp to gain an additional **+3 enhancement bonus** (making the weapon a *+4 AK-47 of infinite ammunition*) for one round.

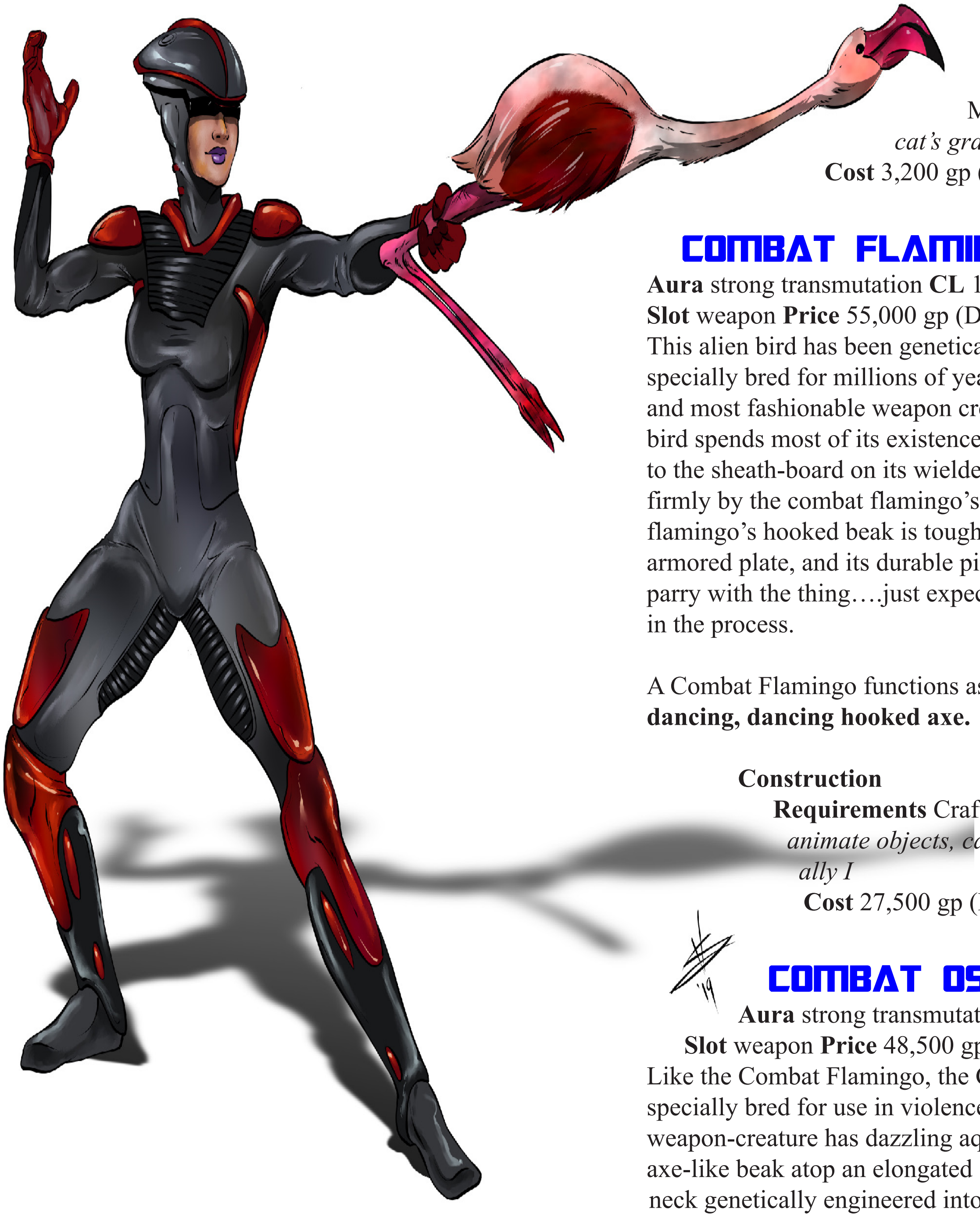
Similar Items
The mega-corps that create Colonizer-tech sometimes issue enchanted sidearms to their genetically engineered troops. A ***Colonizer's Pistol*** might be built on a Colt M1911, Desert Eagle .50 or Glock 17 action, with no major reduction in cost, nor change in capabilities. A slightly pricer option places identical enchantments on a light energy weapon, such as a laser pistol, laser rifle or military pulse rifle

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*
Cost 3,250 gp (DC 22)

DESIGN PHILOSOPHY: COMBAT BIRDS

Combat Birds are bizarre, flashy melee weapons produced by advanced genetic engineering. These biologically conditioned birds closely resemble Terran birds, but their bones, talons and beaks are enhanced by naturally occurring carbon nano-tubes. As a result, the birds are virtually indestructible, and their beaks can pierce plate-steel. All combat birds are conditioned to enter a state of extremely rigid paralysis when stressed, transforming themselves into a very strange kind of melee weapon. Combat Birds are enhanced with unique energy producing organelles in their guts, which means their wielder doesn't actually have to feed them, though they do need watering every few weeks.

When not in battle, a Combat Bird functions as a living creature: use the statistics for a Raven familiar, except in the case of a Combat Ostrich, Flamingo or Squawker. In the case of these birds, the creature is Medium sized rather than Tiny. It requires 24 hours of close contact for a Combat Bird to bond to a new wielder, after which time it functions as a first level familiar. The Combat Bird's wielder is treated as if possessing Quick Draw with their Combat Bird partner. The bond between wielder and Combat Bird never improves unless the wielder actually belongs to a class that offers a familiar. Combat Birds are non-metallic weapons that can be wielded freely by Druids.



COMBAT BUDGIE

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 6,400 gp (DC 24) **Weight** 2 lbs
The cheapest and most common form of Combat Bird, Budgies are genetically augmented pigeons with smoke grey, black and white plumage. Their small, but keen beaks are razor-sharp. These birds lack the initiative of their more advanced 'cousins', and are content to peck their targets to death at their master's command.

Combat Budgies function as **+1 countering, keen daggers.**

Construction Requirements Craft Magic Arms and Armor, *cat's grace, keen edge*
Cost 3,200 gp (DC 22)

COMBAT FLAMINGO

Aura strong transmutation **CL** 15th
Slot weapon **Price** 55,000 gp (DC 32) **Weight** 11 lbs
This alien bird has been genetically engineered and specially bred for millions of years to produce the finest, and most fashionable weapon credits can buy. This hot pink bird spends most of its existence in deep stasis, anchored to the sheath-board on its wielder's back. To use, grasp firmly by the combat flamingo's stiff talons- the combat flamingo's hooked beak is tough enough to cleave through armored plate, and its durable pink feathers mean you can parry with the thing….just expect a few irritated squawks in the process.

A Combat Flamingo functions as a **+3 countering, dancing, dancing hooked axe.**

Construction Requirements Craft Magic Arms and Armor, *animate objects, cat's grace, summon nature's ally I*
Cost 27,500 gp (DC 29)

COMBAT OSTRICH

Aura strong transmutation **CL** 15th
Slot weapon **Price** 48,500 gp (DC 31) **Weight** 23 lbs
Like the Combat Flamingo, the Combat Ostrich has been specially bred for use in violence. This much heavier weapon-creature has dazzling aquamarine plumage, and an axe-like beak atop an elongated neck genetically engineered into a pole arm.

A Combat Ostrich functions as a **+2 dancing, furyborn glaive-guisarme.**

Construction Requirements Craft Magic Arms and Armor, *animate objects, rage*
Cost 24,250 gp (DC 29)

COMBAT PARROT

Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 104,000 gp (DC 34) **Weight** 6 lbs
Combat Parrots have plumage that gleams like green and red aluminum, with eyes and beaks that are shockingly gold. They are noisy, hyperactive birds with a surly disposition. They're apt to nip off a finger if somebody puts it too close to their scissor-like beak.

A Combat Parrot functions as a **+3 dancing, thundering, vorpal short sword.**

Construction
Requirements Craft Magic Arms and Armor, *animate objects, blindness/deafness, circle of death, keen edge*
Cost 52,000 gp (DC 32)

COMBAT SQUAWKER

Aura strong transmutation **CL** 15th
Slot weapon **Price** 62,000 gp (DC 32) **Weight** 5 lbs
The noisiest and most opinionated of all combat birds, this genetically engineered albatross constantly bombards both its victim and everybody else around with high decibel squawks and calls. Though annoying, Combat Squawkers are tolerated because they often give their wielder the split second of warning that keeps them alive.

A Combat Squawker functions as a **+2 dancing, singing battleaxe of omens.** The weapon's "song" consists of vaguely rhythmic, fog-horn like honks and calls.

Construction
Requirements Craft Magic Arms and Armor, *animate object, anticipate peril, shadowbard, true strike*, creator must be an Anthro
Cost 31,000 gp (DC 30)

COMPU-GLOVE

Aura faint abjuration **CL** 5th
Slot weapon and gauntlets **Price** 9,000 gp (DC 25)
Weight 2 lbs
An advanced gaming computer and holo-projector has been built into a virtual reality feed-back glove. A control pad on the gauntlet consists of a few physical buttons and cross-shaped directional pad, but holographic data-controls open in the air around the system allowing superior control and fidelity.

The Compu-Glove functions as a **+1 compu-toy (blue).** As a Blue class Compu-Toy, the weapon inflicts Force damage. Since the weapon is worn as a glove, it cannot be stolen or disarmed.

As a standard action, the wearer can deploy a glowing blue energy shield that provides a +4 deflection bonus to AC and negates magic missiles, as the *shield* spell. Once deployed, this shield remains in place for up to five rounds, and can be deployed for a total of 15 rounds per day, which much be taken in a minimum of three round increments.

Construction
Requirements Craft Magic Arms and Armor, *shield*
Cost 4,500 gp (DC 23)

COSMIC WARPKEY

Aura strong conjuration **CL** 17th
Slot weapon **Price** 165,000 gp (DC 36) **Weight** 7 lbs
The Cosmic Warpkey is a futuristic keytar of such impressive manufacture, everybody who sees it assumes it's some new Japanese prototype. Playing the right sequence of tones opens hidden panels on the device, releasing energized, forked antennas that crackle with hyperspatial energy. Only a master song-smith can play this cosmic instrument.

The Cosmic Warpkey is a **+4 keytar.** Once per day, the wielder can make a DC 40 Perform (keyboard) check. Doing so requires at least five minutes. If the check is successful, the wielder and all willing creatures within 30 ft can teleport to any galactic destination via *interplanetary teleport.* While the Cosmic Warpkey is wielded (not merely carried), the character gains Greater Sonic Resistance.

Construction
Requirements Craft Magic Arms and Armor, *interplanetary teleportation, resist energy*
Cost 82,500 gp (DC 33)

CRASH DISCUS

Aura moderate divination **CL** 6th
Slot weapon **Price** 36,000 gp (DC 30) **Weight** 1 lb
This glowing hard-light discus is a self-projected force field wrapped around a data-load of viruses and dumb-AI malware that can inflict some serious harm against artificially intelligent and heavily cyborged adversaries.

The Crash Discus is a +**2 construct-bane, high tech-bane pulse chakram of distance.** In addition to Constructs, the weapon's bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, datawipe, summon monster I*
Cost 18,000 gp (DC 28)

CROSSBOW, HYPERTOXIC

Aura moderate illusion **CL** 12th
Slot weapon **Price** 59,500 gp (DC 32) **Weight** 3 lbs
The black and olive quarrels of this light, carbon-fiber crossbow have been woven with psi-tech circuitry. When fired, these quarrels generate an agonizing, psi-based toxin of unparalleled virility. The weapon itself is designed for forest stealth, and features idiosyncratic vertical drawstrings rather than a horizontal pull.

The Hypertoxic Crossbow is a **+3 huntsman light crossbow.** All the weapon's *quarrels* are coated with psychic toxin created via *prevenom weapon*. The crossbow's wielder can become invisible for up to 12 rounds per day, and does not become visible after attacking. This invisibility must be taken in one round increments, and can be activated as a swift action.

Construction
Requirements Craft Magic Arms and Armor, *detect animals and plants, greater invisibility, prevenom weapon*

Cost 29,750 gp (DC 30)

CROSSBOW, MIND-THIEF

Aura strong telepathy **ML** 10th
Slot weapon **Price** 55,000 gp (DC 32) **Weight** 4 lbs
This sleek, rapid-fire composite crossbow is a stylish black and dark purple accented with gold near the launching mechanism. Long sensor modules, like insectioid antennas, protrude from around the self-feeding launcher. The nano-active bolts fired from this weapon end in golden diamonds.

The Mind-Thief Crossbow is a **+3 possessor light crossbow of speed.**

Construction
Requirements Craft Magic Arms and Armor, *haste, mind control*
Cost 27,500 gp (DC 29)

CROSSBOW, SCARLET STRIKE

Aura strong psychokinesis **ML** 12th
Slot weapon **Price** 71,000 gp (DC 33) **Weight** 8 lbs
While this crossbow itself looks like a highly accurized version of a standard hunting crossbow, a quirk of the occult tech engineering involved transforms the wielder's hair color to a hot, bold and almost luminous scarlet. When the crossbow fires, the bolt becomes a pulsing bolus of similar, fire-red light.

A Scarlet Strike Crossbow is a **+4 seeking, greater energy heavy crossbow of distance**; it's bolts inflict fire damage rather than piercing damage. While wielding or carrying the Scarlet Strike Crossbow, the wearer's hair color changes dramatically, and they become more confident, and stronger willed, gaining a +2 enhancement bonus to CHA and Iron Will as a bonus feat, however their luminous hair affects them identically to *fairy fire,* making stealth much more difficult.

Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, eagle's splendor, energy ray, owl's wisdom, true seeing*
Cost 35,500 gp (DC 30)

CYBERTAKER SICKLE

Aura strong transmutation **CL**
Slot weapon **Price** 37,600 gp (DC 31) **Weight** 2 lbs
This sickle marries ancient and new- a wooden shaft wrapped in leather at least a century old, with a blade of light burning with ancient Mediterranean sigils. Junked circuit components hang from a leather thong, like 22nd century fetishes. Senior Covenguard, especially those who are the sons and husbands of Strega carry these blades, which can carve the steel from a cyborg and reveal the flesh that once was.

The Cybertaker Sickle is a **+1 brilliant energy sickle**. On a confirmed critical hit against any target enhanced by cybernetics, this weapon nullifies a single cybernetic implant, removing it from the body and replacing it with the new organic tissue and organs, as per the spell *regenerate humanity.* Implants with the highest Drain cost are affected first, with weapons always being affected before defenses, which in turn are affected before sensors and gadgets. Prosthetics are affected last of all.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, gaseous form, regenerate humanity*
Cost 18,800 gp (DC 28)

DAMAGE CONTROL AXE

Aura moderate transmutation **CL** 5th
Slot weapon **Price** 41,000 gp (DC 31) **Weight** 6 lbs
This electrically powered hand axe is painted in eyecatching black and yellow chevrons and has an unusually forward-swept ergonomic shape. These weapons are often kept in starship damage control lockers, or issued to emergency response crews- especially those dealing with chemical leaks and dangerous plasma fires.

The Damage Control Axe is a **+1 neutralizing chain axe.** When the weapon is held in hand, it provides the user with Acid Resist 10 and Fire Resist 10.

Construction
Requirements Craft Magic Arms and Armor, *purify food and drink, resist energy*
Cost 20,500 gp (DC 28)

DARK-MATTER EDGE

Aura moderate evocation **CL** 9th
Slot none **Price** 28,000 gp (DC 29) **Weight** 8 lbs
Shaped magnetic fields contain a roiling tide of exotic matter that glows a harsh ultraviolet. The wide hilt is some silvery smart-steel which can easily fuse with a Battlechanger's metal and polymer fingers.

The Dark-Matter Edge is a **+3 Battlechanger-integral, unholy great sword.**

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, creator must be evil, *unholy blight*
Cost 14,000 gp (DC 27)

DATAWIPER

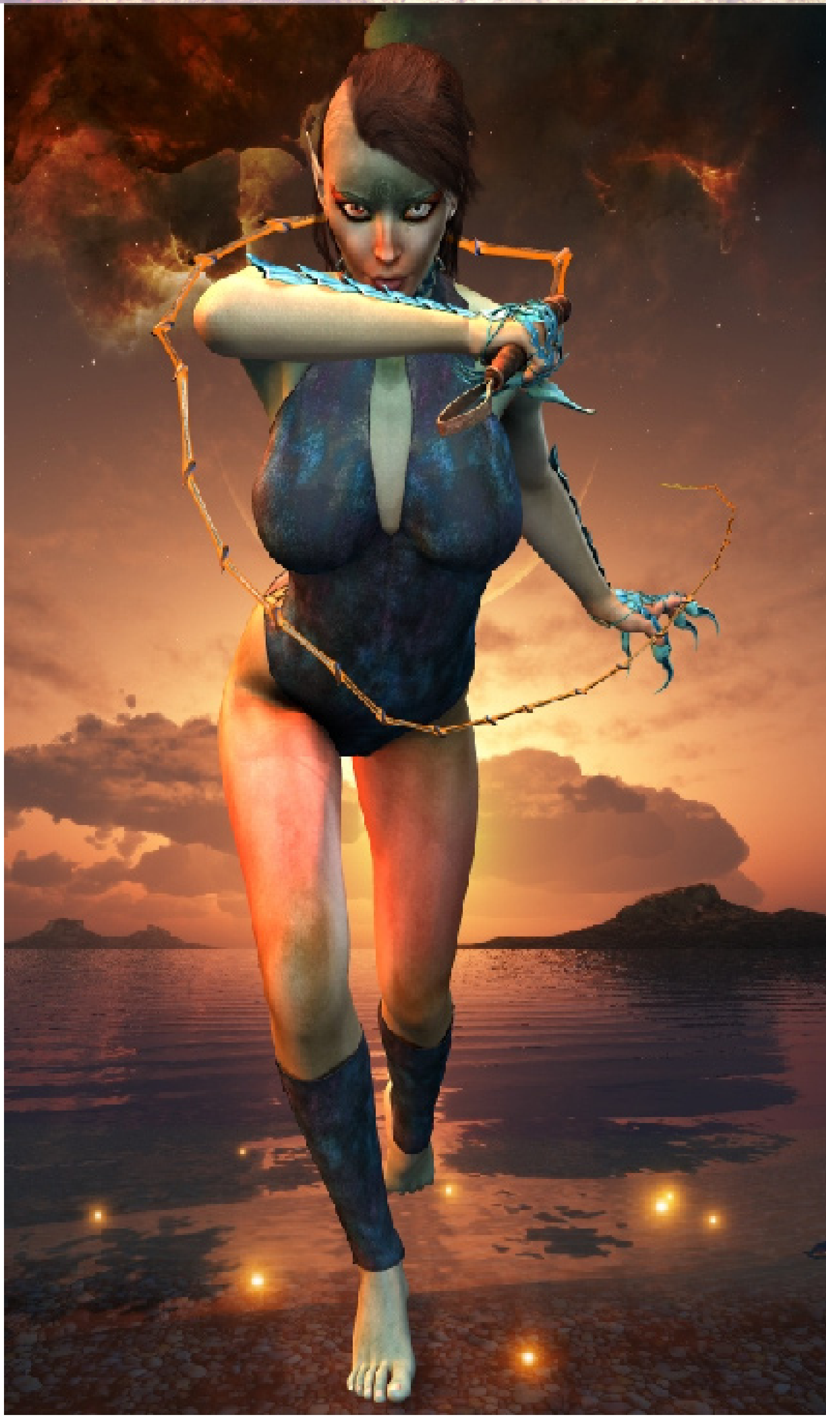
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 20,000 gp (DC 28) **Weight** 2 lbs
The Datawiper is a slimline energy pistol with a silvery sheen. A holographic ring of constantly changing machine-code data slowly rotates around the weapon, just a few millimeters forward of the sleek trigger guard.

The Datawiper is a **+2 high-tech bane spacer's blaster.** The weapon's bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. If the weapon scores a critical hit against any target with one of these subtypes, the target must succeed at a DC 14 WILL Save or become *confused* for 1d4 rounds. This ability affects even creatures normally immune to confusion.

Construction
Requirements Craft Magic Arms and Armor, *feeblemind, datawipe, summon monster I*
Cost 10,000 gp (DC 26)

DEATH FACTOR

Aura strong necromancy **CL** 17th
Slot weapon **Price** 30,800 gp (DC 30) **Weight** 3 lbs
Death Factor is a three meter long, razored cable forged from smooth and polished links of a strange, ultradense steel alloy. The metallic whip's metal is a dull, matte silver – the gunmetal grey of an automatic pistol; the grip is wrapped in dark crimson leather.



Death Factor is a **+2 cruel scorpion whip.** Death Factor bestows a negative level upon a confirmed critical hit. The whip's wielder gains 1d6 temporary HP that last for 24 hours. One day after being struck, the victim must succeed at a DC 16 FORT Save for each negative level gained or they become permanent.

Death Factor is designed to be wielded paired. The weapon's enchantments allow a pair of identical Death

Factor whips to be wielded two handed as if the wielder possessed both the Two Weapon Fighting and Improved Two Weapon Fighting feats.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, cause fear, death knell, enervation*
Cost 15,400 gp (DC 27)

DEATH LASH

Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 77,000 gp (DC 33) **Weight** 1 lb
This weapon consists of a thick, cylindrical handguard and hilt until the whip is activated- an endlessly twisting, crackling line of crimson energy. The lashes of the whip are spasmodic and abrupt, like high speed photography of a lightning flash that is missing frames, here and there. The air stinks of burning circuitry and ozone when the weapon is active.

The Death Lash is a **+3 vorpal monowhip of distance.** The Death Lash has a maximum range of 30 ft (rather than 15 ft as normal for most whips). Once per day, as part of an attack action, the wielder can make a single whip attack with a maximum range of 100 ft.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, clairvoyance/clairaudience, keen edge*
Cost 38,500 gp (DC 31)

DEFENDER 4600

Aura moderate divination **CL** 6th
Slot weapon **Price** 7,000 gp (DC 25) **Weight** 2 lbs
This angular and extremely futuristic laser pistol is made of glossy black and red plastic. A selector slider near the trigger guard allows the weapon to fire in lethal or non-lethal modes.

The Defender 4600 is a **+1 merciful spacer's blaster of distance.**

Similar Items

The slightly more powerful ***Defender 4800*** has a similar style to the 4600, and is a *+1 merciful smuggler's blaster of distance* instead. The Defender 4800's purchase price is 7,500 gp (DC 25).

The more advanced and far less common ***Defender 5000*** has a similar look, but is a *+1 merciful disintegrator pistol of distance.* The Defender 5000's purchase price is 13,500 gp (DC 27).

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, clairvoyance/clairaudience*
Cost 3,500 gp (DC 22)

DEFENSIVE TONFA

Aura faint conjuration and transmutation **CL** 5th
Slot weapon **Price** 6,000 gp (DC 24) **Weight** 1 lb
This modern fighting tonfa has a striking surface molded from high-impact, high-visibility orange polymer and a sure-grip textured black handle. The Defensive Tonfa allows the wielder to kick as much ass as needed, without the risk of a wild swing turning a brawler into a murderer.

The Defensive Tonfa is a **+1 countering, merciful tonfa.**

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, cure light wounds*
Cost 3,000 gp (DC 22)

DEPRESSOR PISTOL

Aura moderate enchantment **CL** 8th
Slot weapon **Price** 68,000 gp (DC 32) **Weight** 4 lbs
This petite, psi-tech weapon does little physical harm, but can cleanly and decisively end a battle. The energy weapon is seemingly delicate, small enough to fit in a child's palm, but is more durable than it looks.

The Depressor Pistol is a **+1 merciful snub-nosed ion pistol.**

A target hit with the Depressor Pistol must succeed at a DC 16 WILL Save or be affected by *crushing despair.* A target that successfully saves against this effect cannot be affected by the Depressor Pistol for 24 hours.

Construction
Requirements Craft Magic Arms and Armor, *crushing despair, cure light wounds*
Cost 34,000 gp (DC 30)

DREAMSLICER

Aura strong telepathy **ML** 12th
Slot weapon **Price** 122,000 gp (DC 34) **Weight** negligible
Each Dreamslicer is hand-made masterpiece of psychosis. Scalpel blades are soldered and riveted to a leather and canvas work glove. Pragmatic working tools are transformed into something far darker.

A Dreamslicer functions as a **+3 keen scalpel**, but since it is mounted on a glove, the weapon cannot be stolen or disarmed. It bestows a constant *disrupting strike* ability on the wielder, and once per day, the wielder can manifest *induce nightmare*. The wielder is treated as possessing the Bleeding Critical and Critical Focus feats while wearing Dreamslicer.

Construction
Requirements Craft Magic Arms and Armor, *bleed, disrupting strikes, induce nightmare, keen edge*
Cost 61,000 gp (DC 32)

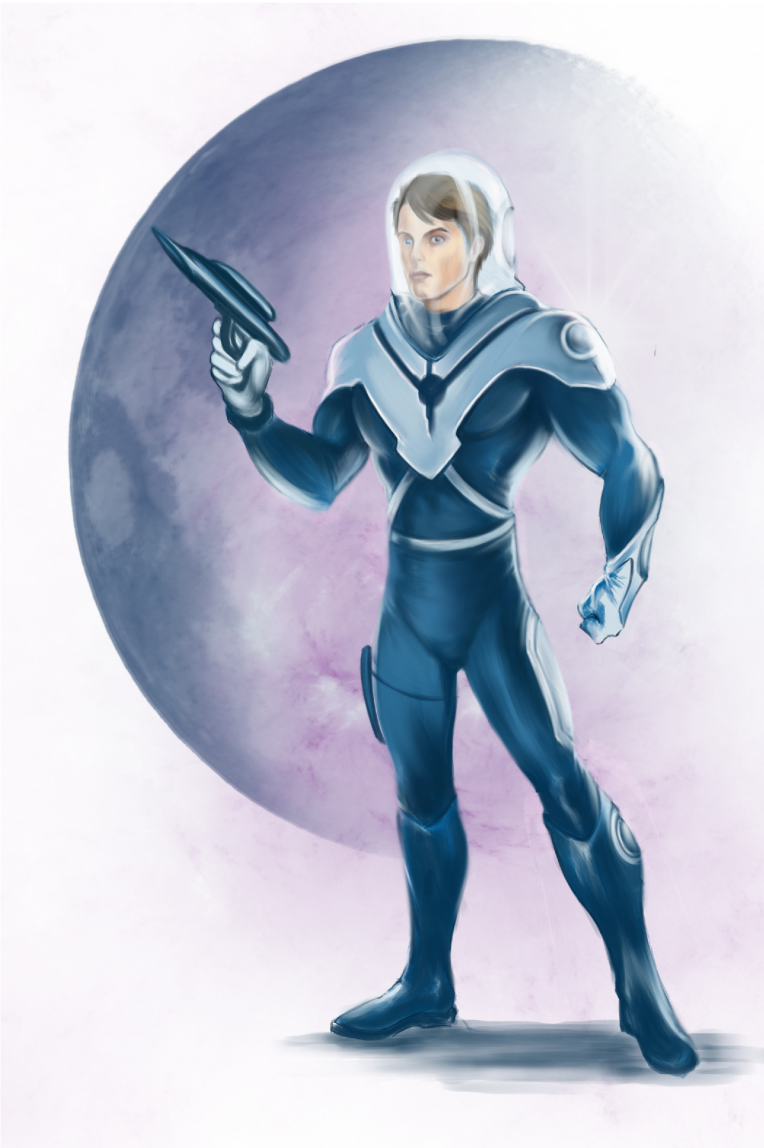
ELEMENT GUN

Aura moderate metacreativity **ML** 10th
Slot weapon **Price** 105,500 gp (DC 34) **Weight** 3 lbs
This bulbous energy pistol is a masterpiece of far-future ultratechnology. The pulsating energies trapped within the ovoid reaction chamber can unzip molecular bonds, or recreate them in new configurations. A few tiny dials and switches on the butt allow extremely fine control over the molecular transmutations the Element Gun can initiate.

The Element Gun is a **+3 disintegrator pistol.**

In addition, as a full round action, the wielder can set the Element Gun to transmute one type of mostly pure elemental matter into another type of pure elemental matter, by succeeding at a DC 15 Craft (chemical or alchemical) check. Once the chosen elements are set, the Element Gun can be fired to transmute those elements as a standard action, and may alternate between transmutation shots and regular shots in a full attack sequence. The Element Gun will continue to transmute between the chosen elements until it is reset.

The Element Gun cannot directly affect a living creature, nor psionic or magical matter. The Element Gun can only transmute a single element at a time: for instance, the wielder could transmute free oxygen into nitrogen to suffocate an adversary, transmute the iron in a sword into powdery sodium. With each use, the Element Gun can transmute up to 100 cubic feet of matter (or 10 cubic feet of mineral), shaping the resulting matter as desired. For instance, the wielder could transmute the oxygen around a creature into an iron cocoon to trap an adversary, or form simple structures or shapes like a ladder or barricade. It may require a Craft check to make particularly complex or artistic shapes, and this effect should offer a FORT or REF Save (usually in the DC 15-20 range, depending on game master discretion) for a target to avoid a potentially harmful or incapacitating transformation.



Construction
Requirements Craft Magic Arms and Armor, *modify matter*
Cost 52,750 gp (DC 32)

EQUALIZING HAMMER

Aura moderate evocation **CL** 8th
Slot weapon **Price** 4,700 gp (DC 23) **Weight** 5 lbs
This heavy, iron-shod warhammer is a popular weapon Neo-Animalist thugs and skull-splitters. The head is carved with the motto "All Anthros Are Equal", etched in the thick, blocky *Clomp* script.

The Equalizing Hammer is a **+1 mighty cleaving warhammer.** For the purpose of melee attack bonuses and damage, all wielders of the Equalizing Hammer are treated as if possessing STR 15 (+2 bonus). Wielders with lower STR scores are not penalized, but wielders with higher STR scores can only bring STR 15 to bear with this weapon.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, divine power*
Cost 2,350 gp (DC 21)

EQUALIZING SICKLE

Aura moderate evocation **CL** 8th
Slot weapon **Price** 4,700 gp (DC 23) **Weight** 5 lbs
This iron farmer's sickle has a long wooden handle carved with the motto "All Anthros Are Equal" in blocky *Clomp* script. A long decorative forest green cord with tassels hangs from the hilt of the weapon.

The Equalizing Sickle is a +1 keen sickle. Though it is not a light weapon, the Equalizing Sickle can benefit from the weapon finesse feat. For the purpose of melee attack bonuses with the Equalizing Sickle, and Dexterity keyed derived statistics, all wielders of the Equalizing Sickle are treated as if possessing DEX 15 (+2 bonus). Wielders with lower DEX scores are not penalized, but wielders with higher DEX scores can only bring DEX 15 to bear with this weapon.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, keen edge*
Cost 2,350 gp (DC 21)

EVOLUTION ENDER

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 13,450 gp (DC 27) **Weight** 7 lbs
The reinforced hilt and outer casing of this chain axe are made from a meta-material with such a high rate of light absorption it appears perfectly black, so dark no surface detail can be picked out. The chain itself is somewhat more reflective, glossy, obsidian alloy.

Evolution Ender is a **+2 keen, Lifespawn-bane chain axe.** On a confirmed critical hit with this weapon, a Lifespawn opponent suffers additional slashing damage equal to their Lifecount. This damage is not multiplied.

Construction
Requirements Craft Magic Arms and Armor, *lifekill*, *summon monster I*
Cost 6,725 gp (DC 24)

EXO-GAUNTLETS

Aura faint conjuration **CL** 5th
Slot weapon, shield and wrists **Price** 17,600 gp (DC 28)
Weight 15 lbs per gauntlet (30 lbs per set)
Exo-Gauntlets are often produced by Battlechanger armorers for use by human allies. These oversized metal and plastic gauntlets slide over a humanoid's hands and forearms to the elbow. These strength-augmenting robotic gauntlets are a comprehensive, all-in-one personal defense solution designed to keep an ordinary humanoid competitive with Battlechangers.

Exo-Gauntlets incorporate several weapons systems. Exo-Gauntlets are manufactured in pairs and only function if both devices are worn. The wearer is treated as possessing Two Weapon Fighting and Improved Two Weapon Fighting while the Exo-Gauntlets are worn.

First, the Exo-Gauntlets function as **+2 power cestus**. Additionally, the Exo-Gauntlets incorporate a ranged weapon that function as a **+1 smuggler's blaster of infinite ammunition**. Finally, the Exo-Gauntlets themselves function as a **+1 bracer.**

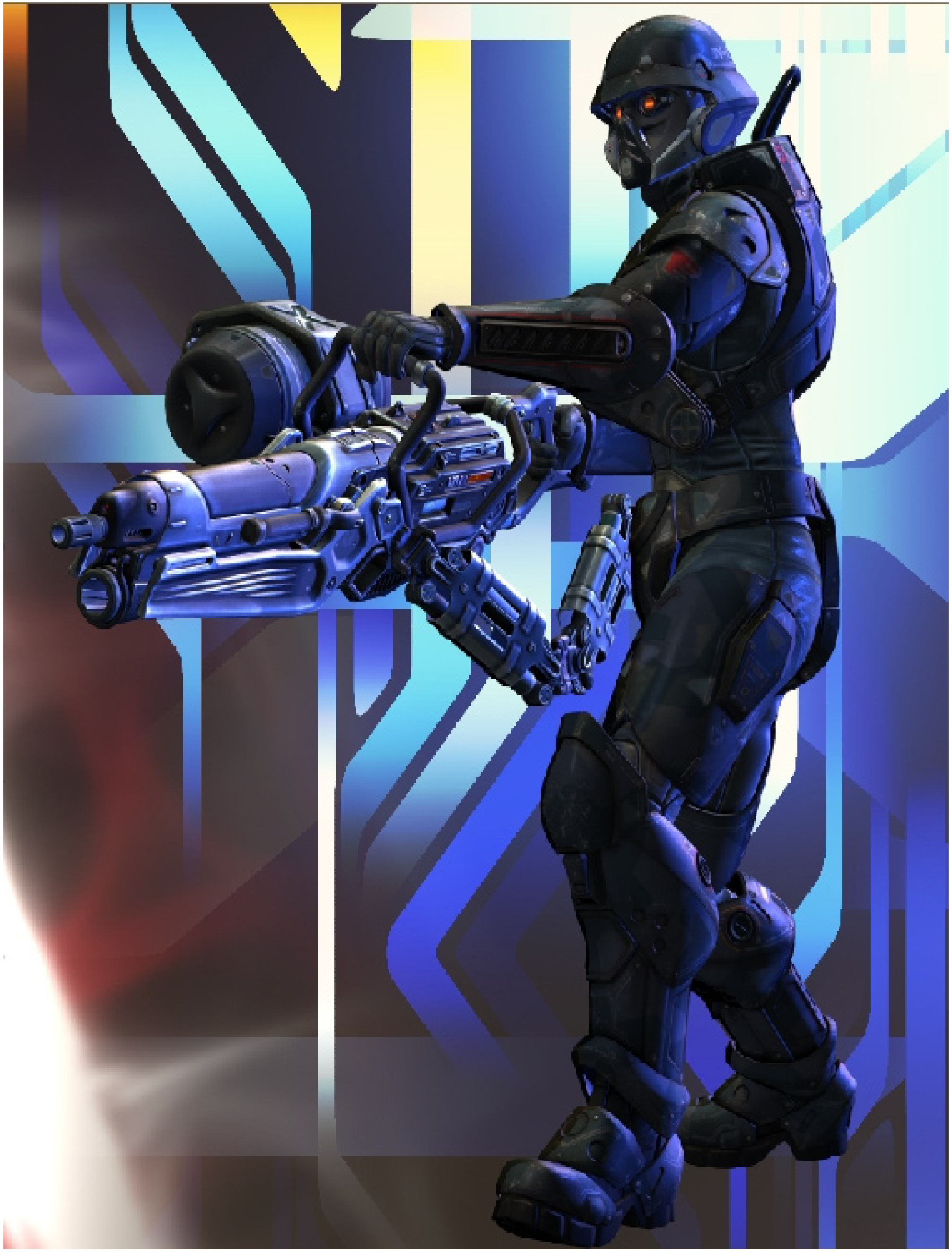
Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *cat's grace, infinite ammunition*
Cost 8,800 gp (DC 25)

EXORCISING CHAINSAW

Aura moderate evocation **CL** 7th
Slot weapon **Price** 11,700 gp (DC 26) **Weight** 10 lbs
Listen up, you primitive screwheads…. this enchanted chainsaw has specifically been kitted out to chop right through undead, demons and devils. Holy water has been mixed into the lubricating oil, the teeth have been lined with silver, and a silver crucifix has been bolted to the engine housing.

The Exorcising Chainsaw is a **+1 holy, undead-bane, alchemical silver chainsaw.**

Construction
Requirements Craft Magic Arms and Armor, *holy smite, summon monster I,* creator must be good
Cost 5,850 gp (DC 24)



EXTERMINATOR RIFLE

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 25 lbs
Not every soldier can be equipped with an *Exterminator Rig*, so these heavy-duty military plasma rifles are a stopgap measure between the massive firepower offered by the bulky Rig, and not having any occult-tech firepower at all. Like the Rig, this weapon is usually graffitied with anti-alien slogans on the barrel and butt stock.

The Exterminator Rifle is a **+1 aberration-bane, vermin-bane military plasma rifle.**

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 3,375 gp (DC 22)

FEARSOME KATAR

Aura moderate telepathy **ML** 9th

Slot weapon **Price** 24,900 gp (DC 30) **Weight** 1 lb
The metal of this starkly functional punching dagger is a smoke grey. The inner contours of the leaf-shaped blade are acid etched with an intricate low relief field of screaming skulls.

The Fearsome Katar is a **+1 dueling, fatalist punching dagger.**

Special: If the wielder possesses the Reincarnate feat, the Fearsome Katar functions as a **+3 dueling, fatalist punching dagger** instead.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, death urge,* creator must possess the Reincarnate feat
Cost 12,450 gp (DC 27)

EXTERMINATOR RIG

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 18,500 gp (DC 28) **Weight** 50 lbs
This extremely heavy-duty military energy weapon is deployed with squads facing the worst and most entrenched alien threats. The long, heat-resistant barrel is graffitied with violent slogans promising death to xeno-predators of all kinds.

The Exterminator Rig is a **+2 aberration-bane, vermin-bane tracker gun.**

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 9,250 gp (DC 25)

FINISHER CANNON (CN)

Aura strong conjuration **CL** 15th
Slot none (weapon) **Price** 3,500 gp (DC 22)
Weight negligible
This weapon's single-use summoning matrix is a palm-sized golden disk woven with energized occult circuitry. Snapping the disk in half summons a gigantic energy cannon that hovers weightlessly over your shoulder just long enough to unleash a barrage of energy before flaring back out of existence. We're talking at least a 50 hit combo!

A Finisher Cannon is a single-use weapon that is activated as part of an attack action. Doing so allows you to make a single ranged attack with the Finisher Cannon. The Finisher Cannon is a **+3 widebore fusion cannon.**

Construction
Requirements Craft Magic Arms and Armor, *BFG, major creation, summon firearm*
Cost 1,750 gp (DC 20)

FORGEHEAD

Aura strong transmutation **CL** 16th
Slot weapon **Price** 91,600 gp (DC 33) **Weight** 50 lbs
The Forgehead is a goliath, ultra-tech warhammer whose faceted, rectangular hammerhead floats several inches above the fully metallic shaft, tethered by unbreakable gravitic and magnetic forces. The Forgehead is hot to the touch, and the hammer head glows with a golden inner light. The weapon is forged from a reflective golden alloy.

The Forgehead is a **+4 construct-bane, high-tech bane gravity hammer.** The weapon's second bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot.* The Forgehead grants the wielder a +10 competence bonus on Craft (cybernetic, mechanical and electronic) checks.

Special: If the Forgehead is wielded by any creature with the Battlechanger subtype, the character may cast *transmetalization* up to five times per day, and *mass transmetalization* once per day.

Construction
Requirements Craft Magic Arms and Armor, *mass transmetalization summon monster I*
Cost 45,800 gp (DC 31)

FUELON SLING

Aura moderate evocation **CL** 6th
Slot weapon **Price** 19,200 gp (DC 28) **Weight** negligible
For a race as advanced as Battlechangers, even the simplest weapons can be tech-enhanced. This sling is manufactured from temperature-resistant metallic mesh and woven with highly charged micro-circuits.

The Fuelon Sling is a **+2 flaming sling of distance and infinite ammunition.** On a critical hit with this weapon, any Battlechanger struck is affected by *fuelon explosion*.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *clairvoyance/clairaudience, fireball, fuelon explosion, infinite ammunition*
Cost 9,600 gp (DC 25)

FUTUREWAR DAGGER

Aura strong abjuration **CL** 10th
Slot weapon **Price** 19,500 gp (DC 28) **Weight** 1 lb
This matte grey fighting knife is designed in a 'talon' style, with a wide metal thumbhole at the end of the hilt. Elite soldiers and mercenaries throughout the multiverse carry one of these lethal blades as a secondary weapon for silent operations.

The FutureWar Dagger is a **+2 defiant combat balanced dagger.** A creature struck by the FutureWar Dagger must succeed at a WILL Save (DC 10 + the damage inflicted) or be *silenced* for one round. The effects of multiple strikes extend the duration.

Similar Items
Some soldiers prefer a more traditional dagger or machete (short sword) base for this weapon, and more unusual or exotic weapon bases, such as sai or katar (punching dagger), are also possible. Changing the base weapon to a different type of non-powered, low-tech melee weapon affects nothing else about this magic item's pricing or construction requirements.

Construction
Requirements Craft Magic Arms and Armor, Heroic Defiance, *break enchantment, stabilize, silence*
Cost 9,750 gp (DC 25)

FUTUREWAR RIFLE

Aura moderate divination **CL** 6th
Slot weapon **Price** 12,700 gp (DC 26) **Weight** 13 lbs
When this matte grey weapon is powered down, it collapses into a meter long brick that more than anything else, looks like a big plastic 2x4. When the shooter's hand approaches the touch-senstive trigger system, the advanced plasma rifle 'wakes up' and the modular components slide out to form an ergonomic buttstock, trigger guard, angular nightvision scope and gun barrel. The firing barrel is heat-resistant ceramic and transparent aluminum that glows with a rancid

yellow light. Versions of this weapon are standard occult-tech equipment for elite soldiers throughout the multiverse.

The FutureWar Rifle is a **+1 plasma rifle of distance and unlimited ammunition.** While wielding this enchanted rifle, the shooter gains a +3 competence bonus on Stealth and Survival checks, as well as on Perception checks made to spot traps or IEDs. The shooter is allowed a Perception check to detect such a hazard any time he merely comes within 30 ft of one, even if not actively searching.

Construction
Requirements Craft Magical Arms and Armor, *blast sweep, clairaudience/clairvoyance, infinite ammunition*
Cost 6,350 gp (DC 24)

FUTUREWAR SMG

Aura moderate divination **CL** 10th
Slot weapon **Price** 21,300 gp (DC 29) **Weight** 2 lbs
This matte grey sub-machinegun is built along similar lines to the FutureWar Rifle, and in its inactive state, is merely an enigmatic brick of grayish polymer. When activated, the weapon becomes a blunt, well-balanced SMG. The weapon's barrel is recessed into the casing, giving it a flattened, blunt appearance.

The FutureWar SMG is a **+2 stalking advanced SMG of infinite ammunition.** While wielded, this weapon provides the shooter with a +3 competence bonus on Stealth and Survival checks.

Construction
Requirements Craft Magic Arms and Armor, *hunter's eye, infinite ammunition, true strike*
Cost 10,650 gp (DC 26)

GALACTIC GLAIVE

Aura strong evocation **CL** 12th
Slot weapon **Price** 18,350 gp (DC 28) **Weight** 11 lbs
Take a starship's FTL engine and scale it down until it becomes a high-tech handheld weapon, and you have something close to the plasma-manipulating potency of a Galactic Glaive. The weapon is a long, corkscrewing shaft of golden xeno-metal filled with micronized occult-tech circuitry and topped with a long, hooked blade that maintains a temperature of nearly 5,000 degrees F and glows star-hot.

A Galactic Glaive functions as a **+1 flaming burst glaive.** The wielder can also use the weapon to fire a bolt of energy as a ranged attack, in which case it functions as a **+1 flaming burst plasma rifle of infinite ammunition.**

While the Galactic Glaive is wielded in hand, it projects a life support aura that functions as a continual *emergency space suit* effect, and grants the wielder a Flight speed of 120 ft (average).

Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, fireball, infinite ammunition, military flight*
Cost 9,175 gp (DC 25)

GAUNTLETS, FIGHTER'S

Aura faint enchantment **CL** 3rd
Slot hands and weapon **Price** 4,800 gp (DC 23) **Weight** 2 lbs (pair)
These heavily padded fighting gloves are reinforced with thick red polymer sheathing on the forearms and hardened striking surfaces at the knuckles. They protect the wearer from knuckles to just past the elbows, protected by heavy round impact padding.

The Fighters Gauntlets are a pair of **+1 courageous cestus**, which must be wielded paired.

While wearing the Fighter's Gauntlets, the wielder receives a +2 enhancement bonus to his CMB score when making one particular combat maneuver, chosen when the items are first crafted, and symbolized by a glyph on the elbow padding. Typical combat maneuvers enhanced by these items include disarm, grapple and dirty trick.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, remove fear*
Cost 2,400 gp (DC 21)

GAUNTLET, GATEWAY

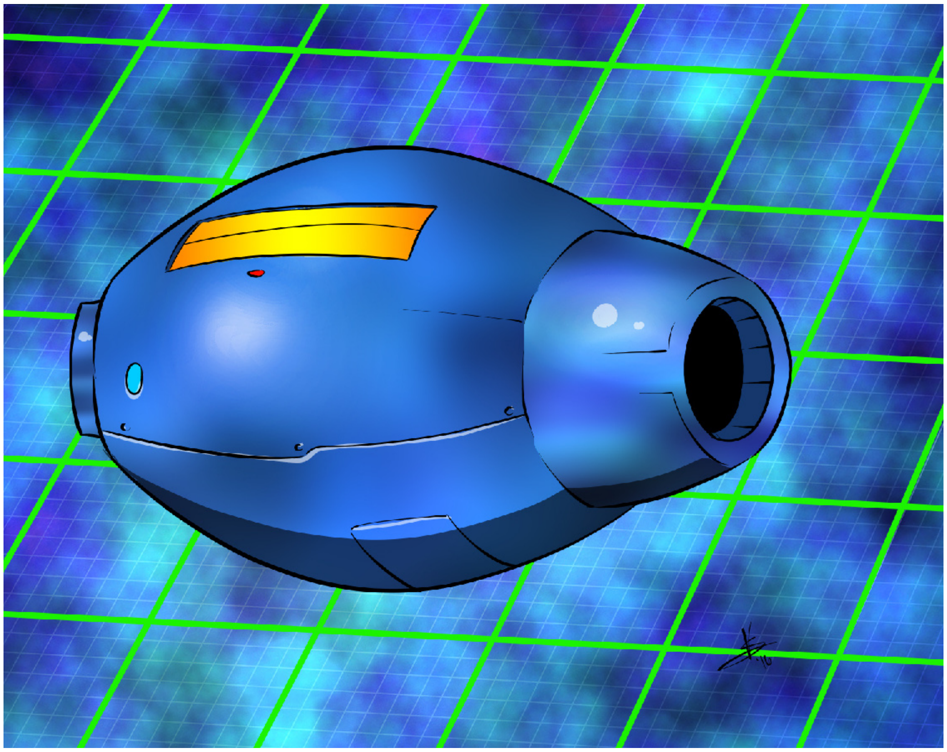
Aura strong conjuration **CL** 14th
Slot weapon **Price** 230,000 gp (DC 37) **Weight** 5 lbs
The Gateway Gauntlet is a milk white, slightly tapered cylinder fit tightly over the shooter's dominant hand. A trio of glossy blue-steel pincers protrude from the barrel, and 'weave' colorful strands of aquamarine, blue and violet energy into a coherent energy beam each time the trigger is touched.

The Gateway Gauntlet is a **+3 blaster gauntlet.** Unlike normal Blaster Gauntlets, the Gateway Gauntlet inflicts force damage rather than fire damage.

The wearer's user can utilize a heavily modified form of *phase door* at will by firing the Gateway Gauntlet and creating a short range dimensional portal. Once a new portal is created by the Gateway Gauntlet, all previously created portals vanish. The portal created is visible to all, a glowing aperture in reality surrounded by a corona of cold light, and you can see through the portal even without passing through it.

Only the Gateway Gauntlet's wielder, and those he or she is in direct physical contact with at the moment of transition, can pass through this portal. Energy, however, can pass through the portal in both directions. For instance, an enemy can shoot at the portal's creator through the portal via spells, energy weapons or innate energy projection abilities. Fortunately, the Gauntlet's owner can at least shoot back.

Construction
Requirements Craft Magic Arms and Armor, *magic missile, phase door*
Cost 115,000 gp (DC 34)



GAUNTLET, HUNTING

Aura faint conjuration **CL** 8th
Slot weapon **Price** 22,500 gp (DC 29) **Weight** 5 lbs
A wide variety of Hunting Gauntlets exist, differentiated by barrel color. Each weapon is a cylindrical tube that fits over the wearer's shooting hand and projects a powerful force beam.

All Hunting Gauntlets are **+2 *-bane, *-bane blaster gauntlets of infinite ammunition.**

Each specific weapon corresponds to a specific two bane properties, and the weapon's color indicates its function.

If a Hunting Gauntlet is ever found as random treasure, you can roll 1D6 to determine the weapon's properties, or choose one.

1) ***Red Hunting Gauntlets*:** Are **Animal** and **Magical Beast Bane** weapons.
2) ***Orange Hunting Gauntlets*:** Are **Aberration** and **Ooze Bane** weapons.
3) ***Yellow Hunting Gauntlets*:** Are **Ooze** and **Vermin Bane** weapons.
4) ***Green Hunting Gauntlets*:** Are **Dragon** and **Reptilian Bane** weapons. The weapon's second bane property activates against creatures with the Reptilian subtype.
5) ***Blue Hunting Gauntlets*:** Are **Construct** and **High-Tech Bane** weapons. The weapon's second bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*.
6) ***Violet Hunting Gauntlets*:** Are **Aberration** and **Undead Bane** weapons.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, summon monster I*
Cost 11,250 gp (DC 26)

GAUNTLET, SONIC MIRAGE

Aura strong illusion **CL** 10th
Slot weapon **Price** 29,750 gp (DC 29) **Weight** 5 lbs
This silver and grey cylinder fits over the wearer's shooting hand, and terminates in an articulated projection disk, resembling a radio-telescope lens in miniature. Intense LED displays burn fire red along the sides of the weapon and near center of the energy emitter.

The Sonic Mirage Gauntlet functions as a **+2 thundering blaster gauntlet.**
Once per day, the wielder may use either *shadow conjuration* or *shadow evocation* via the Sonic Mirage gauntlet. These creations and effects always take the form of pinkish-red holograms, and have the *sonic* rather than the *shadow* descriptor.

Creatures and objects conjured via this effect inflict sonic damage rather than the base damage of creatures of their type, and any spell effect duplicated in this way always deals sonic damage. For example, a goblin 'conjured' with this effect would inflict sonic damage with its spear, and a *fireball* duplicated by this effect would deal sonic rather than fire damage. All creatures and objects conjured by the Sonic Mirage Gauntlet are themselves Vulnerable to sonic energy.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, shadow conjuration, shadow evocation*
Cost 14,875 gp (DC 27)

GEAR-OPTIMAL RIFLE

Aura strong evocation **CL** 16th
Slot weapon **Price** 53,500 gp (DC 32) **Weight** 12 lbs
Gear-Optimal Rifles are presented to promising Freegear Majors upon their assumption of the rank. These long barreled rifle is housed in a semi-gloss black casing with a triangular buttstock. Glowing blue readouts on both the buttstock and foregrip indicate the weapon's current energy level and other settings.

The Gear-Optimal Rifle is a **+4 courageous heavy charge pulse rifle.** The weapon has the *courageous* property, normally restricted to melee weapons. If wielded by a Battlechanger with the Circuit Chalice feat, the Gear-Optimal Rifle gains both the ***shocking burst*** and ***distance*** properties.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, heroism, lightning burst, remove fear*
Cost 26,750 gp (DC 29)

GENESIS PISTOL

Aura moderate transmutation **CL** 7th
Slot weapon **Price** 30,000 gp (DC 30) **Weight** 4 lbs
This heavy-duty military energy pistol is carried on myriad worlds by Genesis-bloodline soldiers and PMCs. Though designs might vary a bit between worlds, all these weapons have pragmatic matte grey polymer casings with ergonomically designed selectors and a bull-pup configuration energy clip port.

A Genesis Pistol functions as a **+2 Genesis-integral smuggler's blaster of speed.** When wielded by character with the Awakened Heritage (Genesis) feat, the Genesis Pistol is considered to have the infinite ammunition property.

Construction
Requirements Craft Magic Arms and Armor, *haste, infinite ammunition,* creator must have the Awakened Heritage (Genesis) feat
Cost 15,000 gp (DC 27)

GESTALT HUNTER'S HAMMER

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 36,000 gp (DC 30) **Weight** 10 lbs
This heavy construction hammer is painted in the iconic lime-green and pale purple colors of Technys' *ground worker* caste. The weapon glows with electric green light when wielded in combat.

The Gestalt Hunter's Hammer is a **+3 countering, impact warhammer.** On a critical hit with this hammer, any Gestalt Battlechanger struck is affected by *break gestalt,* with no saving throw allowed.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *break gestalt, bull's strength, cat's grace, lead blades, giant form I*
Cost 18,000 gp (DC 28)

GHOST-HUNTER'S SHOTGUN

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 6,250 gp (DC 24) **Weight** 4 lbs
Sometimes the subtle rites of exorcism get set aside for brute-force solutions. The Ghost-Hunter's Shotgun is the most brute-force solution possible when it comes to incorporeal spirits. This ugly sawed off shotgun has crude holy symbols amateurishly carved into the cut-down wooden stock.

The Ghost-Hunter's Shotgun is a **+1 ghost-touch, huntsman sawed-off shotgun.** The weapon bestows the *ghost touch* property on any non-magical ammunition loaded into it.

Construction
Requirements Craft Magic Arms and Armor, *detect animals and plants, plane shift*
Cost 3,125 gp (DC 22)

GHOST WHIP

Aura moderate illusion and necromancy **CL** 5th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 2 lbs
This black leather whip is woven with brilliant blue leather twine and ends in three small leather barbs.

The Ghost Whip is a **+1 deadly whip.** Three times per day, the wielder can lash the whip around their body as a standard action. Doing so casts both *invisibility* and *machine invisibility* upon the wielder, both of which effects last for 5 minutes or until the effect is broken by the wielder's actions.

Construction
Requirements Craft Magic Arms and Armor, *inflict light wounds, invisibility, machine invisibility*
Cost 12,000 gp (DC 26)

GLOVES, SPARRING

Aura faint conjuration **CL** 10th
Slot hands **Price** 4,000 gp (DC 23) **Weight** negligible
These heavy brownish leather fighting gloves have hard leather wraps twined around the knuckles, and heavy sand filling out their inner spaces, giving the wearer a pretty impressive punch.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Sparring Gloves make the wearer's unarmed strike a *magical attack* for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **merciful weapon;** however, unlike typical merciful weapons, the unarmed strike inflicts an additional +2d6 points of non-lethal damage on a successful hit.

On a confirmed critical hit with the Sparring Gloves, the victim must succeed at a FORT Save (DC 15) or become unconscious for 1d6+1 rounds.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, sleep*
Cost 2,000 gp (DC 20)

GLOVES, TIGER'S

Aura faint transmutation **CL** 1st
Slot hands **Price** 2,200 gp (DC 20) **Weight** negligible
These rather tacky fingerless weightlifting gloves have a bold gold and black tiger-stripe pattern.

While wearing these gloves, a Nekomusume or other feline creature (such as a feline Anthro) gains two claw attacks, inflicting damage typical for her size, as primary natural weapon attacks. If she already has claws, their damage increases by one die size. Her claws are considered magical weapons for the purpose of overcoming damage reduction.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 1,100 gp (DC 18)

GOD-KILLER

Aura strong necromancy **CL** 18th
Slot weapon **Price** 71,000 gp (DC 33) **Weight** 12 lbs
This single-edged battle axe has the contours of a raptor's wing, spread outward in flight. The blade is an ultra-hard metal that is nearly white. The long haft is dark polished wood that is nearly black banded with thick rings of the same metal.

God-Killer is a **+3 vorpal, coward-spurning, outsider-bane greataxe.** If the weapon's coward-spurning property turns against the wielder, the God-Killer acts as a mere masterwork great axe for the same duration.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, detect evil, keen edge, summon monster I,* creator must have the *Bravery* class feature
Cost 35,500 gp (DC 30)

GOLDEN GUN

Aura strong divination **CL** 12th
Slot weapon **Price** 23,000 gp (DC 29) **Weight** 1 lb
This accurized, specially balanced Walther PPK pistol has been gilded, and even the standard grip has been replaced with checked golden leather.

A Golden Gun is a **+3 seeking Walther PPK of distance and unlimited ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, infinite ammunition, true seeing*
Cost 11,500 gp (DC 26)

GRAVITY MACE

Aura moderate evocation **CL** 9th
Slot weapon **Price** 22,500 gp (DC 29) **Weight** 8 lbs
This threatening, spiked mace is forged from the same weird, alien metal as the ***Strange Metal Pendant.*** In this case, the alien steel's gravity-warping power gives unearthly, lethal force to even the most causal swing, and makes the mace especially dangerous when wielded on the wing.

The Gravity Mace is a **+3 mighty cleaving heavy mace.** The wielder of the Gravity Mace gains an additional +2 bonus on damage rolls if he or she is airborne when making a successful attack with the Gravity Mace.

Construction
Requirements Craft Magic Arms and Armor, *divine power, flight*
Cost 11,250 gp (DC 26)

GRAVITY STAR

Aura moderate transmutation **CL** 7th
Slot none **Price** 9,800 gp (DC 25) **Weight** 1 lb
This ultra-light star knife has five vaguely organic blades resembling golden fingerbones, with inset crimson jewels at each 'joint'. Each tine of the roughly pentagram-shaped weapon ends in a serrated, hooked talon.

The Gravity Star is a **+1 returning starknife of distance.** If the weapon is wielded in hand, the wielder gains Zero G Training as a bonus feat and receives a +4 competence bonus on Perform (dance) checks as well as Acrobatics checks made to tumble in combat.

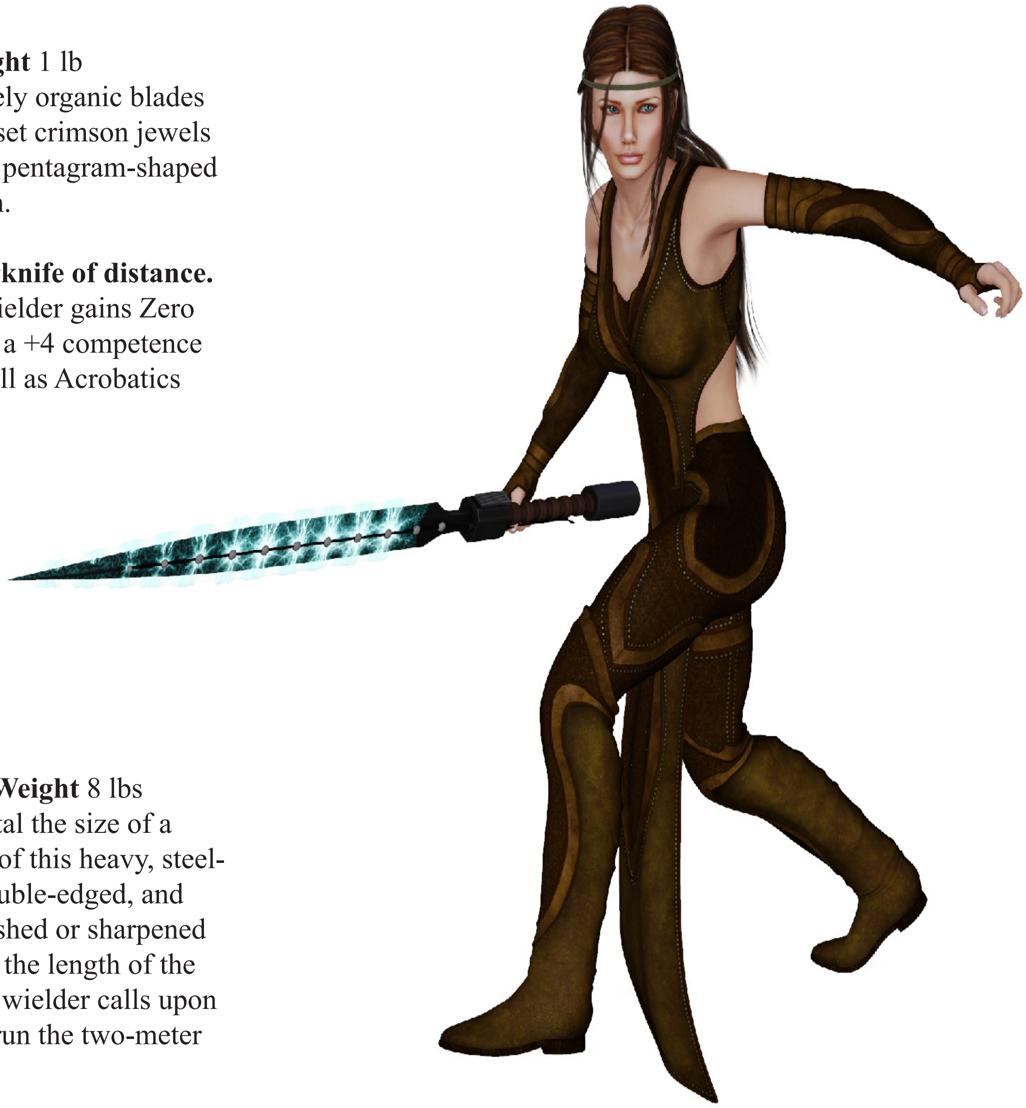
Construction
Requirements Craft Magic Arms and Armor, *cat's grace, clairaudience/clairvoyance*, *telekinesis*
Cost 4,900 gp (DC 23)

GREAT SOUL BLADE

Aura strong conjuration **CL** 12th
Slot weapon **Price** 35,000 gp (DC 30) **Weight** 8 lbs
A pulsing, square-cut bluish-white crystal the size of a grapefruit forms the central crossguard of this heavy, steel-alloy blade. The Great Soul Blade is double-edged, and the silvery metal never needs to be polished or sharpened to keep its fine edge. Angular runes run the length of the blade's central blood groove. When the wielder calls upon the sword's mystic power, blue flames run the two-meter length of the blade.

The Great Soul Blade is a **+3 ki intensifying, lifesurging greatsword.** A Monk may treat this weapon as a monk weapon in all respects.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Monk, Channeled Smite, *cure serious wounds, deathward, disrupt undead*
Cost 17,500 gp (DC 28)



GRAVITY STAR

Aura moderate transmutation **CL** 7th
Slot none **Price** 9,800 gp (DC 25) **Weight** 1 lb
This ultra-light star knife has five vaguely organic blades resembling golden fingerbones, with inset crimson jewels at each 'joint'. Each tine of the roughly pentagram-shaped weapon ends in a serrated, hooked talon.

The Gravity Star is a **+1 returning starknife of distance.** If the weapon is wielded in hand, the wielder gains Zero G Training as a bonus feat and receives a +4 competence bonus on Perform (dance) checks as well as Acrobatics checks made to tumble in combat.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, clairaudience/clairvoyance*, *telekinesis*
Cost 4,900 gp (DC 23)

GUNFIRE KNUCKLES

Aura faint conjuration **CL** 5th
Slot weapon **Price** 4,700 gp (DC 23) **Weight** 1 lb
These bulky and dangerous looking knuckledusters are made from metal melted down from pistols, with the striking surface stamped with the Smith and Wesson logo. While they're good to have in a fist fight, the Gunfire Knuckles' true power is their ability to make anything – literally anything – a handgun! Pick up any vaguely gun-shaped object: from a fallen branch, to a banana, to a remote control, to a chicken drumstick still piping hot, to a kid's watergun, to a Sharpie or a feather duster and point it.

Then, shout BANG! loud as you can, and put a high caliber hole in a target who never saw it coming.

Gunfire Knuckles are a set of **+1 brass knuckles.** While you are wearing the Gunfire Knuckles, you can pick up and 'shoot' any vaguely pistol-shaped object that fits in one hand. You gain the ability to make ranged attacks with the improvised pistol; this is a specific exception to the rule you cannot wield another weapon in a hand fitted with brass knuckles.

Regardless of the object used, the improvised pistol has the following statistics:

- 2d6 ballistic damage (20/x2), 50 ft range increment, capable of semi-automatic fire

The improvised pistol has no enchantment bonus to hit or damage, but is considered a magic weapon for the purpose of overcoming Damage Reduction. Nor does the improvised pistol retain the brass knuckles' *Monk* weapon property. Each improvised pistol has 1d6 'rounds' when enhanced. Once these rounds are expended, or the object is discarded, it cannot be used as an improvised pistol again. You cannot use an actual firearm or energy weapon, loaded or not, as the object that becomes the improvised pistol.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, summon firearm*
Cost 2,350 gp (DC 21)

HARDWARE CHAIN

Aura moderate evocation and transmutation **CL** 10th
Slot weapon **Price** 47,750 gp (DC 31) **Weight** 18 lbs
The massive lengths of this titanium-steel hauling chain crackle with static electricity, which refocusing systems built into the weapon gather, magnify and discharge upon impact. The Hardware Chain terminates in a long billhook sharp enough to carve through an engine block. The weapon is so bulky and massive, and requires such complex attack vector calculations, it only fully awakens when integrated into a set of powered armor.

Hardware Chain is normally a **+1 shocking spiked chain.**

However, the Hardware Chain can be physically connected to any grade of powered armor, integrating the armor's power feeds and computational power. Connecting or removing a Hardware Chain from powered armor is a full round action. Doing so transforms the weapon into a **+3 impact, shocking burst spiked chain**, and grants the powered armor and its wearer Electricity Resistance 10.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, call lightning, lead blades, resist energy, righteous might*
Cost 23,875 gp (DC 29)

HEART BLADE

Aura strong evocation **CL** 15th
Slot weapon **Price** 104,500 gp (DC 34) **Weight** 1 lb
The crystalline Heartblade is a distillation of knowledge about how the raw energy of life itself can be manipulated, magnified and transferred. The flat, leat-shaped blade is cut from a single massive length of unusual milk-white crystal. When the weapon is wielded, the blade transforms into an edge of pulsing pink and crimson energy, whose everchanging glow matches the beat of the wielder's heart.

The Heart Blade is a **+3 brilliant energy shortsword.** As a standard action, the wielder can voluntary suffer damage, as the blade absorbs some of his life energy to produce *magic missiles*. The wielder casts *magic missile* as a sorcerer of his total character level, but suffers 1d4 points of damage per missile fired. The wielder may attempt a DC 20 WILL Save to halve the damage inflicted by the Heart Blade.

Special: Undead creatures treat the Heart Blade merely as a masterwork shortsword.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, deathward, gaseous form, magic missile*
Cost 52,250 gp (DC 31)

HEART CORE

Aura moderate evocation **CL** 10th
Slot body **Price** 32,000 gp (DC 30) **Weight** 5 lbs
The Heart Core is a flattened metal and crystal disk that merges with its user's body, becoming part of their sternum (or breast plate, in the case of bio-mechanical hosts).
The Heart Core has a sculpted heart icon sculpted from faceted photonic crystal suspended in the center of a carved platinum disk. The crystalline heart flares and pulses with pink and orange energy discharges.

The Heart Core allows the wearer to use the Heart's Storm breath weapon once per day per five character levels.

- Hearts Storm Breath Weapon (60 ft line, 10d6 Pleasure, R-DC 15 half)

In addition, the Heart Core's wearer may use *bless* at will, as a spell-like ability. The bless effect is accompanied by a rainbow aura around the beneficiary, which produces bright illumination in a 10 ft radius for the duration of the spell's effect.

Three times per day, the Heart Core's wearer can provide an ally within 30 ft with a +5 holy bonus on all skill checks except for Stealth. Doing so is a standard action, and the bonus remains active for 30 seconds (5 rounds). This effect produces bright illumination in a 30 ft radius around the recipient for the duration.

Construction
Requirements Craft Magic Arms and Armor, *bless, breath of ecstasy, gallant inspiration*
Cost 16,000 gp (DC 28)

HEAT SABER

Aura strong evocation **CL** 12th
Slot weapon **Price** 16,900 gp (DC 28) **Weight** 3 lbs
This long, single edged straight blade has molecular heating elements at the tip and cutting edge, visible as a complex meander- gleaming silver against the dull gunmetal of the blade, which flares with visible, white-hot heat when activated.

The Heat Saber is a **+2 igniting gladius.**

Similar Items

Virtually any melee weapon can be substituted for the gladius that is this weapon's base. *Heat Tonfa* and *Heat Batons* (built around a collapsing baton) are popular police and military weapons. *Heat Rapier* and *Heat Longswords* are popular, and stylish combat choices.

Heat Maces are scary, brutal and **very** effective close combat weapons. These variants have virtually identical cost and construction requirements.

Construction
Requirements Craft Magic Arms and Armor, *fireball*
Cost 8,450 gp (DC 25)

HELLFIRE CHAIN

Aura strong evocation **CL** 12th
Slot weapon **Price** 36,666 gp (DC 30) **Weight** 10 lbs
This barb-wired wrapped motorcycle chain terminates in a rusting iron hook at one end, and a counterweight shaped like a screaming skull at the other. When the weapon's power is called upon, black flames dance in the skull's eye sockets and down the length of the chain.

The Hellfire Chain is a **+3 flaming burst, unholy spiked chain.**
While wielding or carrying the Hellfire Chain, the character gains a +5 profane bonus on Drive/Pilot checks made to control motorcycles and similar, futuristic vehicles.

Construction
Requirements Craft Magic Arms and Armor, creator must be evil, *fireball, unholy blight*
Cost 18,333 gp (DC 28)

HERDSMAN'S STAFF

Aura faint conjuration **CL** 8th
Slot weapon **Price** 3,400 gp (DC 22) **Weight** 3 lbs
This simple shepherd's crook is carved from dark green wood streaked with vine-like bands of black. The crook swells into a complex wooden knot of enormous proportion. At night, bio-luminescent lichen blessed with a few fragments of Lifechained DNA makes the dark wood glow like a starscape.

The Herdsman's Staff is a **+1 animal-bane quarterstaff.** While wielding the staff, a Lifespawn creature adds her Lifecount as an insight bonus on Handle Animal and Ride checks.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage feat, *charm animals, summon monster I* or *summon natures ally I*
Cost 1,700 gp (DC 20)

HIEROS GAMOS, LESSER

Aura moderate transmutation **CL** 10th
Slot none **Price** 5,350 gp (DC 24) **Weight** negligible
Imagine a long, paper-thin ribbon of something that might be supple metal or might be chitin, which might be a sparkling gold, a regal purple or a glistening green depending on how and where along its length the light hits it. Sharp enough to flay open flesh with the merest graze, the Lesser Hieros Gamos constantly twines and snaps, as if always anxious for combat.

The Lesser Hieros Gamos function as **+1 keen, Genesis/ Mother-integral ribbon blades.** Unlike other Integral weapons, the Ribbons function identically for Lifespawn of both the Genesis and Mother bloodlines. The wielder receives a +4 competence bonus on sexually oriented Bluff and Diplomacy checks against Lifespawn of either bloodline as long as the Hieros Gamos is in hand or integrated into their body.

Construction
Requirements Craft Magic Arms and Armor, creator must possess the Awakened Heritage (Genesis or Mother) feat**,** *keen edge*
Cost 2,675 gp (DC 21)

HUNTMISTRESS LANCE

Aura strong conjuration **CL** 13th
Slot weapon **Price** 46,500 gp (DC 31) **Weight** 8 lbs
Often wielded by ***Huntmistress Angels,*** these baroque and threatening hunting spears are the bane of dragons and demons alike. The spear terminates in an angular assortment of crescent shaped silvery blades and long serrated crescents designed to rip through the densest meat. Hooked steel shafts, wrapped in purple and golden ribbons, prevent prey from pulling themselves forward upon the shaft.

The Huntmistress Lance is a **+3 axiomatic, outsider-bane, dragon-bane boar spear.** Once per day, the wielder can cast either *interplanetary teleportation* or *plane shift*, but only if teleporting to a plane or planet where a powerful outsider or dragon (at least 21+ HD) is known to reside. The wielder gains a +4 competence bonus on Survival checks made to track prey.

Construction
Requirements Craft Magic Arms and Armor, *interplanetary teleportation, order's wrath, plane shift, summon monster I*
Cost 23,250 gp (DC 29)

ICE CRAWLER AXE

Aura strong evocation **CL** 11th
Slot weapon **Price** 84,400 gp (DC 33) **Weight** 6 lbs
The Ice Crawler Axe is beloved of scavengers and ship-breakers prowling frozen hell-worlds and comets. This extremely heavy weapon takes the form of an adamant-tipped chainsaw with a blade nearly 1.5 meters long. White flame vents along the length of the blade add high-intensity heat to the weapon, while life-support enchantments keep the wielder alive even in hellholes approaching absolute zero.

The Ice Crawler Axe is a **+2 flaming chain axe of greater cold resistance.** The wielder does not need to make Acrobatics checks to cross frozen terrain, and can ignore 5 ft of difficult terrain caused by ice or snow per round.

Construction
Requirements Craft Magic Arms and Armor, *flame strike, resist energy, pass without trace*
Cost 42,200 gp (DC 31)

JAZZ TORCH

Aura strong illusion **CL** 15th
Slot none **Price** 45,000 gp (DC 31) **Weight** 10 lbs
Modeled on the microphones used by the best singers of the 20s, this golden microphone rests atop a five foot stand. Both the stand and the microphone itself are carved with low relief Art Deco images of city life and glamorous club scenes. The microphone's fabric cover is a rich crimson.

The Jazz Torch is a **+3 singing, pleasuring torch microphone.** It sings old romantic standards in a rich voice like Ella Fitzgerald or Billy Holiday's.

Construction
Requirements Craft Magic Arms and Armor, Bardic Performance, *breath of ecstasy, shadowbard*
Cost 22,500 gp (DC 29)

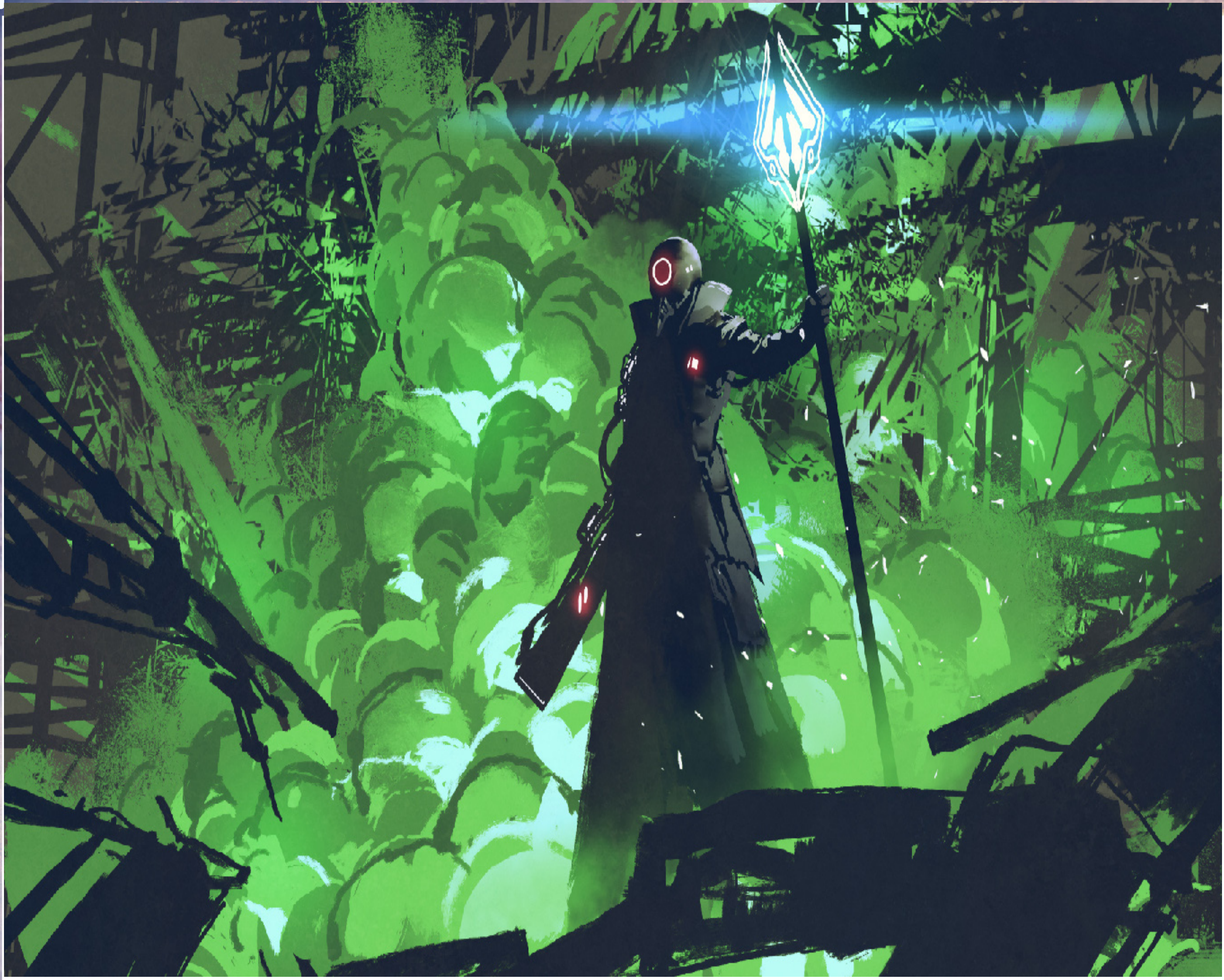
JUDGE'S GAVEL

Aura moderate evocation **CL** 7th
Slot weapon **Price** 27,650 gp (DC 29) **Weight** 2 lbs
This judicial gavel is a high-tech silver device accented by rich crimson leather on the haft. The head of the gavel terminates in a blaster aperture, between the short, blunt leather-lined striking heads. The Judge's Gavel is a galactically recognized symbol of law enforcement power and the judicial power of several power galactic empires. Ownership of this weapon is restricted to elected or appointed judges to assist them in the performance of their duties, and improper ownership of a Judge's Gavel is a felony in most systems.

The Judge's Gavel is a **+2 axiomatic spacer's blaster.** While the Judge's Gavel is in hand, the wielder receives a +5 competence bonus on Sense Motive checks. The wielder can also cast *zone of truth* and *web* once per day each.

Special: Each Judge's Gavel is genetically and mystically locked, and is intended for the sole use of a specific person named in a tiny brass plaque fixed just beneath the gavel's hammer drum. It requires a DC 28 Use Magic Device check for anyone besides this designated user to activate a Judge's Gavel. The user receives a +4 circumstance bonus on the check if they are a member of the designated user's immediate family.

Construction
Requirements Craft Magic Arms and Armor, creator must be lawful, *order's wrath, web, zone of truth*
Cost 13,825 gp (DC 27)



JUDGMENT SCEPTER

Aura moderate enchantment **CL** 10th
Slot weapon **Price** 60,500 gp (DC 32) **Weight** 12 lbs
Seemingly forged from the darkness between stars themselves, this obsidian polearm has sharp edged ribbons of black steel twining around the shaft, like the serpents of a caduceus. The striking blade is an intricate helix of razor edged dark matter.

The Judgment Scepter functions as a **+2 Singular-integral ranseur.**

By striking the blunt end of the Judgment Scepter against the ground as a standard action, all creatures within a 60 ft radius, except for the wielder have their effective Lifecount increased by +1d6 for three rounds. Non-Lifespawn creatures affected by this power gain the Lifespawn subtype and an effective Lifecount for the purpose of determining how predatory Lifespawn abilities affect them during this time. Additional uses of this ability increase both effective Lifecount and duration of the effect. This ability may be used at will.

Three times per day, the wielder can cast *charm monster* via the Scepter. However, this ability can only be used while the Judgment Scepter is merged with the wielder's body via the Scepter's Singular-integral ability.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Singular) feat, *charm monster*
Cost 30,250 gp (DC 30)

JUSTICE BRINGER

Aura strong evocation and transmutation **CL** 15th
Slot weapon **Price** 226,000 gp (DC 37) **Weight** 10 lbs
This mighty, two-handed war hammer is the same gleaming gold of the Lord Genesis' metallic flesh and greatest

machines. The striking surface is a blunt, faceted diamond covered in moving, multilayered gearing so complex it forms a nearly seamless whole. The long haft is wrapped in cerulean leather and is capped by a sigil sacred to the Genesis.

The Justice Bringer is a **+3 coward-spurning, mighty cleaving, throwing, returning warhammer.** While the Justice Bringer is in hand, the wielder gains a Flight speed of 120 ft (good).

Special: If the wielder possesses the Awakened Heritage (Genesis) feat, the Justice Bringer's flight speed increases to 180 ft (good). In vacuum or space, the flight speed further increases to 1,000 ft (perfect), and the wielder gains the No Breath quality, if they do not already possess it.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Genesis) feat, *detect evil*, *divine power, emergency space suit, military flight*, *telekinesis,* creator must have the Bravery class feature
Cost 113,000 gp (DC 34)

JUSTICE MACE

Aura strong universal and transmutation **CL** 15th
Slot weapon **Price** 105,000 gp (DC 34) **Weight** 8 lbs
The Justice Mace is a heavy gold and brass cylinder topped by blunt, trapezoidal flares designed to concentrate the force of impact. The shaft is carved with intricate geometric designs running beneath the black leather wrappings at the grip. The head of the Justice Mace is carved with an ancient, obscure rune sacred to the Genesis.

The Justice Mace is a **+3 coward-spurning, mighty cleaving and thundering heavy mace.** While wielding the Justice Mace, the character gains a +4 enhancement bonus to their STR score, which functions identically to a *belt of giant strength.*

Special: If wielded by a character with the Awakened Heritage (Genesis) feat, the enhancement bonus to STR is +6 instead, and the character gains a +2 enhancement bonus to CON as well.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, bull's strength, detect evil, divine power, limited wish*, creator must have the Awakened Heritage (Genesis) feat and the Bravery class feature
Cost 52,500 gp (DC 32)

JUSTICE-SEEKER'S STAFF

Aura moderate abjuration **CL** 9th
Slot weapon **Price** 21,300 gp (DC 28) **Weight** 4 lbs
This long, collapsible fighting staff is mostly slate grey steel, with flared, mace-like striking surfaces on each end made of dull, brick red metal.

The Justice-Seeker's Staff is a **+3 guardian collapsible staff.**

Special: If wielded by a character who is also wearing a Justice-Seeker's Helmet, the Justice Seeker's Staff gains the ***axiomatic and Lifespawn-bane*** magical weapon properties.

Construction
Requirements Craft Magic Arms and Armor, *resistance,* creator must be a Lifespawn
Cost 10,650 gp (DC 26)

KARBONKNIFE

Aura moderate transmutation **CL** 7th
Slot weapon **Price** 27,000 gp (DC 29) **Weight** 1 lb
Like all Karbon- weapons, this fighting knife has a matte black, carbon-nanotube reinforced blade illuminated by a millimeter thin LED strip running opposite the blade's cutting edge. This slender ribbon of light is an electric blue.

A Karbonknife is a **+2 dagger of speed.** The wielder can always draw or sheathe the Karbonknife as a free action, as if they had the Quick Draw feat.

Construction
Requirements Craft Magic Arms and Armor, *haste*
Cost 13,500 gp (DC 27)

Karbonpistol

Aura faint conjuration **CL** 3rd
Slot weapon **Price** 5,000 gp (DC 23) **Weight** 2 lbs
This sleek, geometric energy pistol has a long, tapering barrel shaped like an isosceles triangle. Like all Karbon-weapons, this weapon's casing is matte black plastic illuminated by an electric blue LED strip running from the trigger guard to the firing point at the end of the barrel.

A Karbonpistol is a **+1 spacer's blaster of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*
Cost 2,500 gp (DC 21)

KARBONREVOLVER

Aura faint conjuration **CL** 5th
Slot weapon **Price** 5,500 gp (DC 24) **Weight** 3 lbs
This advanced pistol is designed with a Wild West inspiration in mind – six, matte black polymer chambers in a carbon nanotube frame. Each of the six chambers glows with cold radiance like the glow of a television screen.

A Karbonrevolver functions as a **+2 Colt Python of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*
Cost 2,750 gp (DC 21)

KARBONROCKER

Aura faint transmutation **CL** 9th
Slot weapon **Price** 21,000 gp (DC 29) **Weight** 7 lbs
The keys of this futuristic, weaponized keytar glow lightning white, with the black keys glowing a darker cerulean. The body of the keytar is a matte black polymer.

A Karbonrocker is a **+3 allying keytar.**

Construction
Requirements Craft Magic Arms and Armor, *magic weapon*
Cost 10,500 gp (DC 26)

KARBONSWORD

Aura faint divination **CL** 5th
Slot weapon **Price** 11,000 gp (DC 26) **Weight** 4 lbs
A Karbonsword is a longer, double edged version of the Karbonknife. Like the smaller blade, a pulsing, electric blue circuit runs the centerline of the blade.

A Karbonsword is a **+2 valiant longsword.**

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 5,500 gp (DC 24)

KATANA, BRIGHTSTAR

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 25,000 gp (DC 29) **Weight** 2 lbs
The design for this advanced particle katana dates back uncounted aeons, to a time when the insectoid heroes of the Brightstar Order defended the Multiverse.

The hilt of this weapon is a gilded hexagonal shaft, emblazoned with the eight-pointed star of the Brightstar Order at the base, in black and gold. The energized blade is pulsing sun-yellow fire.

The Brightstar Katana is a **+2 advancing, allying particle katana.** The weapon is especially effective when wielded by a character with Brightstar training. The Brightstar Katana gains an additional +1 enhancement bonus per applicable feat, when wielded by a character with any feat with Brightstar in its name.

Special: Characters lacking the Brightstar Lens trait treat this merely as a masterwork particle katana instead.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Mantid or insect Anthro with the Brightstar Lens trait, *feather step, magic weapon*
Cost 12,500 gp (DC 26)

KATANA, CYBER-NINJA'S

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 25,000 gp (DC 29) **Weight** 2 lbs
This futuristic katana is forged on a molecular level by assembler nanites. The blade is gleaming silver, the hilt and cross guard a bright silver-white polymer. The cutting edge of the katana is delineated by a wave-like pattern, and this edge glows a pale cobalt.

The Cyber-Ninja’s Katana is a **+3 keen high frequency sword.**

While wielding the Cyber-Ninja’s Katana, the character may use their DEX modifier rather then their STR modifier to modify attack rolls with the weapon, even though it is not a light weapon.

Special: If the Cyber-Ninja’s Katana is wielded by a character also wearing Cyber-Ninja’s Armor, the weapon is treated as being a **+3 vorpal high frequency sword** instead.

Construction
Requirements Craft Magic Arms and Armor, *cat’s grace, keen edge*
Cost 12,500 gp (DC 26)

KATANA, FOURPLAY

Aura strong conjuration **CL** 12th
Slot weapon **Price** 74,000 gp (DC 33) **Weight** 6 lbs
This katana’s hilt is wrapped in milk-white leather. The tang is etched with a glyph resembling a square with a cross inside, similar to the Windows logo. One of the four squares is filled in with black ink. The duplicates created by

this occult-tech katana have two, three or all four squares filled in.

The Fourplay Katana is a ***+1 katana.***

Special: If wielded by a Boxer who has chosen Exotic Weapon Proficiency (katana), the wielder can cause three exact duplicates of the Fourplay Katana to appear in their hands as an immediate action. All duplicate katanas disappear if any katana leaves the Boxer's hand. The Boxer gains Multiattack as a bonus feat while the duplicated katanas are in hand.

If this katana is wielded by a Boxer who meets the above qualifications and who has chosen the Six Packer racial trait, five duplicate katanas are created rather than three.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, major creation*
Cost 37,000 gp (DC 30)

KATANA, HACKER'S

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 5,050 gp (DC 23) **Weight** 6 lbs
The hilt of this modern recreation of a traditionally crafted katana is wrapped in breathable black pseudo-leather rather than manta leather. A simple pattern of bar-coded lines are pressed into the tang as a maker's mark: a binary code translation of the first sentence of the novel *Snow Crash.*

The Hacker's Katana is a **+1 katana.**
The wielder may use their INT modifier rather than their STR modifier with this weapon when determining to hit and damage bonuses. While the weapon is carried, the wielder gains a +5 competence bonus on Computer Use checks.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, hacker spark*
Cost 2,525 gp (DC 21)

KATANA, HONOR BLADE

Aura strong necromancy and transmutation **CL** 18th
Slot none **Price** 71,000 gp (DC 33) **Weight** 6 lbs
Such legendary blades have a long and honorable heritage, almost as grand as the Yakuza or neo-samurai clans that commissioned them. An Honor Blade is a masterfully forged katana with a hilt wrapped in the traditional manta ray leather. The clan’s *mon* is stamped on the blade just above the guard.

An Honor Blade is a +**3 coward-spurning vorpal katana.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the Bravery class feature, *circle of death, detect thoughts, keen edge*
Cost 35,500 gp (DC 30)

KATANA, LUMANA

Aura moderate evocation **CL** 9th
Slot weapon **Price** 58,500 gp (DC 32) **Weight** 2 lbs
The Lumana Katana is an advanced particle katana known for its silver hilt, studded with amber command buttons. The blade’s energy matrix is focused through a flawless white crystal, and the glowing blade is an intense, blinding white.

The Lumana Katana is a **+2 holy particle katana.** On a successful hit with the Lumana Katana, the target must succeed at a DC 20 FORT Save or be *blinded* for one round. Creatures with the Nocturnal quality or similar qualities are *blinded* permanently on a failed save. When the blade is active, the Lumana Katana creates bright illumination in a 30 ft radius.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, holy smite*
Cost 29,250 gp (DC 30)

KATANA, SHADOW NINJA'S

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 28,900 gp (DC 29) **Weight** 6 lbs
The hilt of this ancient and storied katana is wrapped in interlaced strands of red and black leather, which forms a checkerboard pattern. A long red tassel, the color of hot blood, dangles from the pommel.

The Shadow Ninja’s Katana is a **+2 countering katana.** If the wielder scores a confirmed critical hit with this katana, 3d6 Ninja Cultists are summoned and serve the wielder loyally for one minute or until slain. This ability only functions on the first critical hit scored in a particular encounter.

Construction
Requirements Craft Magic Arms and Armor, *cat’s grace, ninja invasion*
Cost 14,450 gp (DC 27)

KATANA, ZAIBUTSU

Aura faint necromancy **CL** 5th
Slot weapon **Price** 14,200 gp (DC 27) **Weight** 6 lbs
These new-style, mass produced katana are made in imitation of traditional samurai weapons, using synthetic manta leather rather than the real thing for the hilt wrapping. Each such katana is produced on behalf of a specific *zaibutsu* (Japanese mega-corporation), and the colorful corporate logos of dozens of subsidiary firms are embossed just above the guard. Such weapons are presented as precious gifts to senior corporate officers and elite mega-corp headhunters, to use on behalf of the *zaibutsu.*

A Zaibutsu Katana is a **+2 cruel katana.**

After a month of continual ownership, which requires the weapon to be used in actual combat or at least an hour’s worth of training each week, the wielder gains additional powers. The Zaibutsu Katana provides the wielder with a +4 insight bonus on Knowledge (business) and either Knowledge (technology) or Knowledge (pop culture) checks. The wielder multiplies the GP result of any white-collar Profession check made to earn a living by ten (x10) if working for a Japanese-flagged mega-corporation or on Japanese soil.

Construction
Requirements Craft Magic Arms and Amror, *cause fear, death knell, fox’ cunning*
Cost 7,100 gp (DC 25)

KNUCKLE BOMBER

Aura faint necromancy **CL** 5th
Slot none **Price** 4,800 gp (DC 23) **Weight** 2 lbs
This articulated fighting gauntlet incorporates a specially reinforced knuckleguard fitted with several dime-sized shaped charges designed to detonate at the moment of impact.

The Knuckle Bomber is a **+1 thundering cestus.**

Similar Items

The ***Powered Knuckle Bomber*** is a **+1 thundering power cestus.** Built upon a much more expensive base weapon, increase the purchase price and creation cost by +2,000 gp. Powered Knuckle Bombers are often paired with powered armor for additional strength enhancement. It's also possible to build Powered or non-powered Knuckle Bombers that occupy the foot slot rather than the weapon slot, for martial artists specializing in kick-based styles.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness*
Cost 2,400 gp (DC 20)

LEFT LASER

Aura strong evocation **CL** 12th
Slot weapon **Price** 18,750 gp (DC 28) **Weight** 5 lbs
This sleek black weapon sleeve is designed to fit over the left hand and forearm of the wielder, freeing their right hand for theft and deviousness.

The Left Laser is a **+2 flaming burst blaster gauntlet.** While wearing the Left Laser, the character receives a +2 competence bonus on Disable Device, Stealth and Sleight of Hand checks.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, canny effort, fireball*
Cost 9,375 gp (DC 25)

LESSER COSMIC SPEAR

Aura faint transmutation **CL** 3rd
Slot weapon **Price** 2,500 gp (DC 21) **Weight** 9 lbs
Galactic empires with a strong martial tradition, and the occult engineering base to mass produce enchanted weapons, often craft these luminous spears as a weapon for elite infantry. A Lesser Cosmic Spear is a shaft of twisted steel interlaced with silver. The haft of the weapon glows with a cool, silvery light.

A Lesser Cosmic Spear is simply a **+1 spear.**

Construction
Requirements Craft Magic Arms and Armor, *magic missile*
Cost 1,250 gp (DC 18)

LIFEFIRE CESTUS

Aura strong evocation **CL** 12th
Slot weapon **Price** 41,000 gp (DC 31) **Weight** 5 lbs
This heavy gauntlet is etched deeply with alien glyphs and runes which glow like a lavaflow beneath steel. The thick fingers of the gauntlet glow with crimson radiance hot enough to melt steel.

The Lifefire Cestus is a **+2 flaming burst cestus.** The wielder can also choose to unleash blasts of plasma as a ranged attack that inflicts 3d8+2 fire damage (20/x2) and has a 50 ft range increment; the weapon's enhancement bonus applies to attack and damage rolls with this ranged attack. This improves to 1,000 ft in zero gravity or vacuum.

Special: The Lifefire Cestus' flames are even more intense when wielded by a creature with the Lifespawn subtype. The wearer adds their Lifecount as additional fire damage on successful attacks with this weapon as well as adding their Lifecount as a competence bonus on Sunder combat maneuvers made while wearing the Lifefire Cestus.

Special: The Lifefire Cestus is designed to be worn paired. If the wearer dons a pair of Lifefire Cestus, the wearer gains ***Two Weapon Fighting*** and ***Improved Two Weapon*** as bonus feats. If the wearer has at least 12 HD and/or a Lifecount of 5+, they also gain ***Greater Two Weapon Fighting*** and ***Two Weapon Defense*** as bonus feats.

If the wearer is equipped with a pair of Lifefire Cestus, they can project the plasma blast generated by the weapons downward like a rocket's flame. The wearer gains Fly 40 ft (poor). This improves to Fly 500 ft (perfect) in zero gravity. Lifespawn wielders multiply their Lifecount by 10 ft and add it to their in-atmosphere flight speed.

Construction
Requirements Craft Magic Arms and Armor, *fireball, heroism, star ranging*
Cost 20,500 gp (DC 29)

LIFEFLOWER DAGGER

Aura moderate transmutation **CL** 7th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 2 lbs
The blade of this talon-like fighting knife is burnished bronze, decorated with tiny, fine channels and grooves resembling the articulation lines of a well-made puzzle. When the dagger is touched by a Lifespawn wielder, it undergoes a startling transformation. The weapon explodes into a new configuration, becoming an exotic, multiply bladed throwing weapon which glows with alien energies.

Lifeflower Daggers and similar occult-tech weapons are often heirloom marks of heritage for pan-galactic noble houses who claim descent from one of the star-gods of the Lifechain.

The Lifeflower Dagger functions as a **+1 keen, returning starknife.**

Special: If wielded by a creature without the Lifespawn subtype, the Lifeflower Dagger functions only as a masterwork dagger. The Lifespawn property cannot be emulated with a successful application of the Use Magic Device skill.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, telekinesis*
Cost 3,375 gp (DC 22)

LIGHT GLAIVE

Aura strong transmutation **CL** 16th
Slot weapon and ring (or ring only in inactive state)
Price 84,000 gp (DC 33) **Weight** 2 lbs (active) negligible (inactive)
This platinum ring is attached to an intricately carved platinum bracelet by a length of delicate, tinkling chain. When the wearer clenches their fist and then splays their hand in a specific posture, a long polearm made from hardened, intense white light sketches itself into existence.

The Light Glaive functions as a **+4 brilliant energy glaive.** The wielder can summon and dismiss the Light Glaive as a swift action; the Light Glaive cannot be sundered nor disarmed. When activated, the Light Glaive produces bright illumination in a 100 ft radius. Once per day, as a swift action, the Light Glaive's wielder can increase the intensity of this radiance for 2d6 rounds; during this time, the Light Glaive's luminescence is treated as natural sunlight.

Construction
Requirements Craft Magic Arms and Armor, *call weapon, continual flame, daylight, gaseous form*
Cost 42,000 gp (DC 31)

LOVE GUN

Aura faint conjuration **CL** 5th
Slot weapon **Price** 21,500 gp (DC 29) **Weight** 2.5 lbs
The Love Gun is a small but mighty weapon- a delicate, long barreled weapon that seems to have been carved from glittering glass. The bulb-shaped main body of the weapon is filled with flashing rainbow lights and odd wires.

The Love Gun is a **+2 merciful XCSS pistol.** Like all XCSS pistols, the Love Gun rerolls any 1s that come up on its damage dice, including the extra 1d6 non-lethal damage die provided by the Merciful property.

The Love Gun provides the wielder with a +1 insight bonus on ranged attack rolls with the weapon if the wielder has had a sexual encounter with a member of the target's species in the previous 24 hours.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, true sight*
Cost 10,750 gp (DC 26)

MARROW-CRACK

Aura faint enchantment and transmutation **CL** 9th
Slot weapon **Price** 29,800 gp (DC 30) **Weight** 12 lbs
A Marrow-Crack is formed from the spinal column and complete ribcage of a single Mutant, sacrificed to craft this great weapon. The spinal column is partially straightened, the small bones of the lumbar spine wrapped in fifty layers of white silk. The ribs are splayed outward to become a double edged axe blade, black leather throngs laced between each individual rib bone. The ribs themselves are etched with prayers and war cries, both sacred to the Mutant species. The great heroes of the Mutant species are allowed to wield these weapons in the name of their secret societies, presented the weapon in elaborate ceremonies attended by all Mutants in the region.

A Marrow-Crack is a **+3 invigorating, mutie bone greataxe.** If the wielder of a Marrow-Crack receives any *cure wounds* spell from a caster that has the Mutant subtype, the numerical effects are maximized, as if the caster possessed the Maximize Spell feat.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Mutant subtype, *bull's strength, good hope*
Cost 14,900 gp (DC 27)

MARROW-HOOK

Aura moderate enchantment **CL** 8th
Slot weapon **Price** 4,900 gp (DC 23) **Weight** 2 lbs
A Marrow-Hook is a sharpened length of pelvic cradle carved down into a razor-keen sickle. The hilt is wrapped in rags and black electrician's tape.

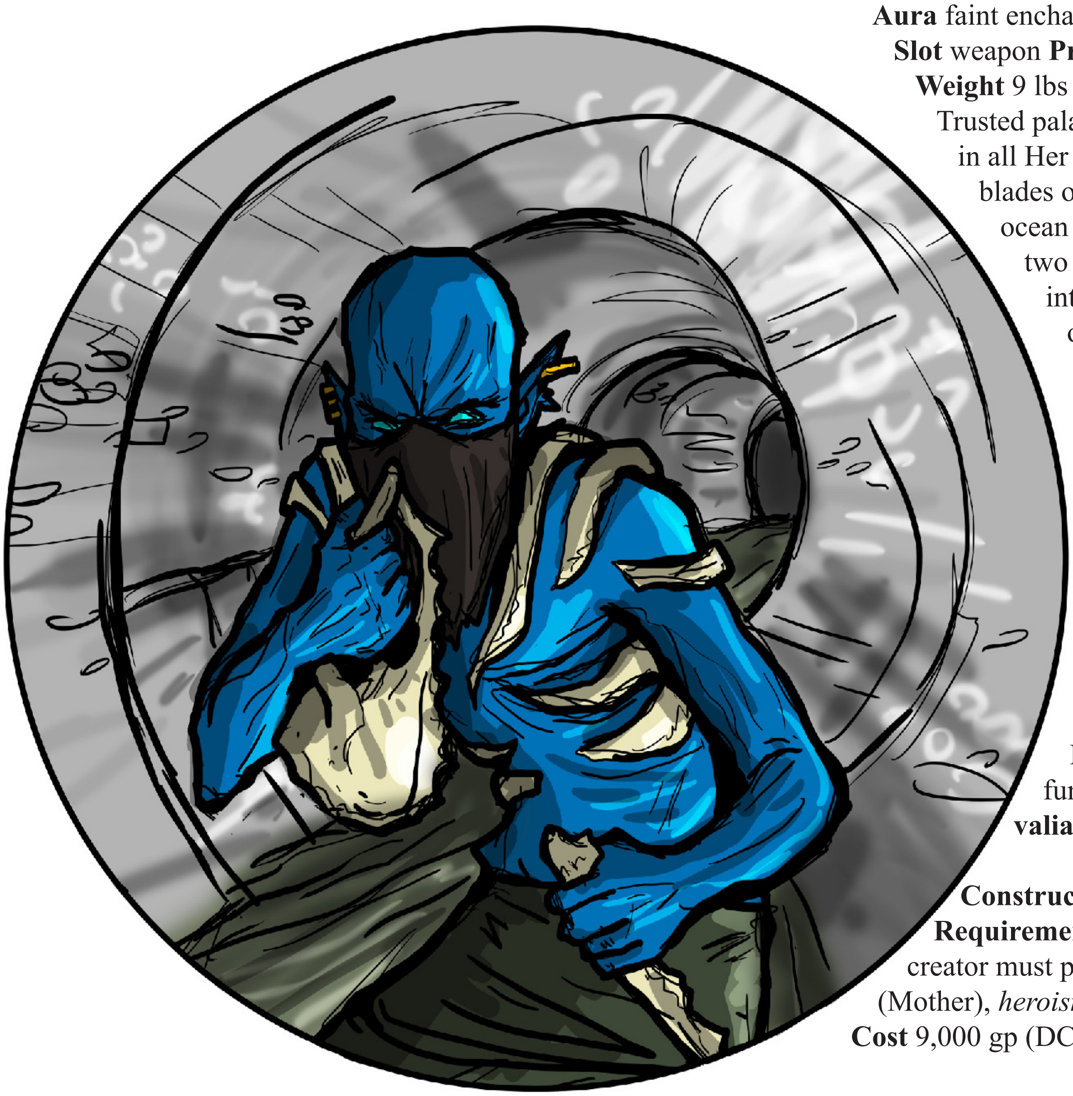
A Marrow-Hook is a **+1 furious, mutie bone sickle**. While wielding a Marrow-Hook, the character gains a +5 competence bonus on Intimidate checks against Human characters who lack any other subtype.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Mutant subtype, *bull's strength, rage*
Cost 2,450 gp (DC 21)

MATU GREATSWORD

Aura faint enchantment and divination **CL** 9th
Slot weapon **Price** 18,000 gp (DC 28)
Weight 9 lbs

Trusted paladins and warriors of the Mother, in all Her myriad names, carry sacred blades of living coral, as green as the ocean shallows. When the point of this two meter long war-sword is thrust into the ground, the combination of curving, gnarled hilt, haft and blade resembles the female symbol used on Earth.



The Matu Greatsword functions as a **+1 valiant great sword.** In the hands of Lifespawn of the Mother's bloodline, it functions as a **+2 courageous, valiant great sword** instead. If the Lifespawn is female, the weapon functions as a **+3 courageous, valiant great sword** instead.

Construction
Requirements Craft Magic Arms and Armor, creator must possess Awakened Heritage (Mother), *heroism, remove fear, true strike*
Cost 9,000 gp (DC 25)

MARROW-NAIL

Aura faint transmutation **CL** 3rd
Slot weapon **Price** 3,450 gp (DC 22) **Weight** 1 lb

The only thing beautiful about this gnarled and nastily jagged ivory fighting knife are the scenes of wild nature carved in low relief on the hilt. Often the animals depicted are inaccurate – the products of a Mutant imagination badly educated and trapped in the dying ruins of human-ruled mega-cities.

A Marrow-Nail is a **+1 keen, mutie bone dagger.** While the Marrow-Nail is wielded or carried, the character gains a +2 competence bonus on Stealth checks made underground or in urban ruins.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Mutant subtype, *bull's strength, darkness*
Cost 1,725 gp (DC 20)

MECHA-HUNTER

Aura faint conjuration **CL** 8th
Slot weapon **Price** 32,000 gp (DC 30) **Weight** 25 lbs

This futuristic rocket launcher has the end of its twinned launch tubes painted in a hot red and gold check pattern. Black stenciled tanks and combat mecha, representing kills, are painted down the length of each tube.

The Mecha-Hunter is a **+3 construct-bane, cunning anti-armor rocket launcher of infinite ammunition.** The weapon's Bane property inflicts +3d6 damage against Constructs with the Mecha subtype, and +2d6 extra damage against all other Constructs. The weapon's cunning property is keyed to Knowledge (technology) or Knowledge (tactics).

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, summon monster I, true strike*
Cost 16,000 gp (DC 32)

MICROPHONE, DISCO DAZZLER

Aura moderate psychometabolism **ML** 10th
Slot weapon **Price** 26,500 gp (DC 29) **Weight** 1 lb
This reflective silver microphone's case is faceted like a disco ball. A few strands of colorful ribbon dangle from the base of the microphone, a riot of color and light.

The Disco Dazzler Microphone is a **+2 silver microphone.** Once per day, as an immediate action, the wielder can activate energy adaptation. In addition to the power's normal effects, while radiating light, the wielder gains a +5 competence bonus on Perform (sing) checks made with the Disco Dazzler Microphone. This effect immediately ends if the microphone leaves the wielder's hand.

Construction
Requirements Craft Magic Arms and Armor, *energy adaptation*
Cost 13,250 gp (DC 27)

MICROPHONE, DOGG

Aura strong evocation and transmutation **CL** 12th
Slot weapon **Price** 77,500 gp (DC 33) **Weight** 1 lb
The golden case of this wireless microphone is wrapped in a studded black leather dog collar.

The Dogg Microphone is a **+3 golden microphone.** Any time the wielder confirms a critical hit with the weapon, they can *drop the mic* as an immediate action. Doing so negates the critical hit and drops the weapon in a random adjacent square, but all enemies within 30 ft suffer 3d8 points of sonic damage are knocked prone. A DC 15 REF Save halves the damage and negates the prone condition.

The wielder can transform into a large pit bull, or other fighting dog via *beast shape I* up to three times per day. Use the statistics of a Riding Dog (*B1*) for the wielder's canine form. The Dogg Microphone fuses into the wielder's canine form and becomes useless while he or she is transformed.

Construction
Requirements Craft Magic Arms and Armor, *beast shape I, thundering drums*
Cost 38,750 gp (DC 31)

MONOLITH EDGE

Aura moderate transmutation **CL** 8th
Slot weapon **Price** 13,000 gp (DC 27) **Weight** 30 lbs
The Monolith Edge breaks multiple laws of physics with causal ease. The Monolith Edge is a floating, square-edged stone shaft roughly four foot long, and several inches thick. The dull grayish-yellow stone defies gravity, floating a few inches above a wielder's palm and moving as if connected to its wielder by an invisible tether. Despite its heavy, blunt appearance, it slices like a sword, somehow inflicting nearly monomolecular cuts.

The Monolith Edge functions as a **+2 greatsword.** The Monolith Blade's damage can overcome any form of non-magical damage reduction. The Monolith Blade cannot be sundered nor can the wielder be disarmed; these combat maneuvers simply fail when used against the Monolith Blade or its wielder.

Construction
Requirements Craft Magic Arms and Armor, creator must have 5 ranks in Knowledge (physical sciences), *magic weapon*
Cost 6,500 gp (DC 24)

MORPHIC SKATE BOARD

Aura strong transmutation **CL** 15th
Slot weapon **Price** 154,000 gp (DC 35) **Weight** 2 lbs
This rugged, street-scraped skate board is decorated with a garish graffiti painting of a winged skull trailing a long, swirling dragon's tail, all wrapped up in flames and burning neon hot.

A Morphic Skate Board functions as an ordinary skate board, providing a +4 circumstance bonus on Acrobatics checks made while aboard the board. The skate board's wielder can use the Morphic Skate Board as **+2 advancing improvised club**; the wielder never takes a non-proficiency penalty for using the Morphic Skateboard as an improvised weapon.

Once per day, while either riding or carrying the Morphic Skate Board, the character can change their form in the exact same manner as provided by **Morphic Board Shorts** (this sourcebook). Three times per day, as an immediate action while riding the Morphic Skateboard, the skater can teleport themselves up to 50 ft to any open space they can see.

Construction
Requirements Craft Magic Arms and Armor, *feather step, polymorph any object, teleport*
Cost 77,000 gp (DC 33)

MURDER MAXXER

Aura strong divination **CL** 12th
Slot weapon **Price** 29,200 gp (DC 30) **Weight** 5 lbs
The Murder Maxxer is an ornate blaster with a heavy bronze casing and a somewhat steampunk appearance. The grips are sanded bone from some exotic and now extinct

xeno-critter, and the long, hungry barrel is inlaid with platinum and star-steel.

The Murder Maxxer is a **+3 seeking smuggler's blaster.**

A special energy cell slung beneath the barrel and a secondary trigger allows the wielder to enhance ten shots per day with *Laser Max,* meaning that successful hits inflict maximum fire damage for one round. Activating the Laser Max trigger is a move-equivalent action.

Construction
Requirements Craft Magic Arms and Armor, *laser max, true seeing*
Cost 14,600 gp (DC 27)

NANO-SWORD

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 21,600 gp (DC 29) **Weight** 2 lbs
A variety of arms manufacturers engineer Nano-Swords. Assembled on a molecular level by legions of clever nanites rather than traditionally forged, these weapons have a mono-molecular cutting edge of unparalleled sharpness. These ultra-sharp blades are gleaming greenish-silver that always shimmers wetly.

The Nano-Sword is a **+3 keen fractal cutter.**
The wielder is treated as if she possessed the Improved Sunder feat when attempting to sunder any external cybernetic system with the *Nanotech* tag.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 10,800 gp (DC 26)

NANO-SWORD, VORPAL

Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 61,250 gp (DC 32) **Weight** 2 lbs
Vorpal Nano-Swords are heavy, carbon-fiber blades with a mono-molecular edge. The blade's weight is kept down with a fine mesh pattern of cut-outs running the length of the blade.

The Nano-Sword is a **+2 mighty cleaving vorpal fractal cutter.**
The wielder is treated as if she possessed the Improved Sunder feat when attempting to sunder any external cybernetic system with the *Nanotech* tag.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, divine power, keen edge*
Cost 30,625 gp (DC 30)

NEMESIS THORN

Aura moderate divination **CL** 7th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 2 lbs
A sharply curving blade of black chitin splattered with lurid yellow and crimson markings, this organic dagger is every bit as dangerous as it looks.

The Nemesis Thorn is a **+1 huntsman, Nemesis-integral thorn dagger.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Nemesis) feat, *detect animals and plants*
Cost 3,375gp (DC 22)

NEMESIS THORNSPITTER

Aura moderate necromancy **CL** 9th
Slot weapon **Price** 15,600 gp (DC 27) **Weight** 3 lbs
This bio-organic projectile weapon has the dull sheen of a cockroach' chitin exoskeleton. The needles it fires jut through the rear of the weapon. These needles are slender as a blade of grass and are vivid red tinged with orange.

The Nemesis Thornspitter is a **+2 huntsman, Nemesis-integral needler of infinite ammunition.** The Thornspitter produces an infinite amount of needles impregnated with *Nuerolock* toxin. Lifespawn creatures of any bloodline other than the Nemesis bloodline suffer a penalty on FORT saves against this poison equal to their Lifecount.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Nemesis) feat, *detect animals and plants*, *infinite ammunition*, *lifekill, poison*
Cost 7,800 gp (DC 25)

NEO-KNIGHT'S AXE

Aura faint necromancy **CL** 6th
Slot none **Price** 23,900 gp (DC 29) **Weight** 6 lbs
This heavy chain-axe has a baroque steel chassis riveted to the rear of the head, covering up the roaring engine that powers the cutting chain. A thick golden spike protrudes from each side of the weapon, promising death and pain, and a long golden chain dangles from the haft.

The Neo-Knight's Axe is a **+3 cruel chain-axe.**

When wielded by a character wearing any grade of powered armor, the Neo-Knight's Axe is treated as a light, one-handed weapon instead of a two-handed weapon.
If wielded paired by a character wearing any grade of powered armor, the character is treated as possessing the

Two Weapon Fighting feat.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cause fear, death knell*
Cost 11,950 gp (DC 26)

NERF BLASTER

Aura strong abjuration **CL** 12th
Slot weapon **Price** 39,500 gp (DC 31) **Weight** 5 lbs
A bit of wry gamer's humor, combined with occult-technology creates a very effective magical blaster out of a children's toy. The NERF Blaster is exactly what the name implies, an enchanted foam-dart launcher, made out of primarily colored plastic, launching long foam-rubber missiles. The NERF Blaster is designed to incapacitate and weaken rather than kill outright, and is very effective if paired with allies wielding more traditionally lethal weapons.

The NERF Blaster functions as a **+1 lesser designating, merciful, nullifying and phase locking military SMG.** The NERF Blaster cannot fire in lethal mode under any circumstance.

Construction
Requirements Craft Magic Arms and Armor, *antimagic field, cure light wounds, dimensional anchor, instant enemy*
Cost 19,750 gp (DC 28)

NIGHT STICK

Aura faint divination **CL** 7th
Slot weapon **Price** 8,400 gp (DC 23) **Weight** 1 lb
This glossy black tonfa is designed for maximum efficiency and silent takedowns. It is an ergonomically designed evolution of the fighting tonfa carried by police forces worldwide, intended for use by night-fighting vigilantes.

A Night Stick is a **+1 huntsman tonfa.** While wielding the Night Stick, a character gains lowlight vision.

Construction
Requirements Craft Magic Arms and Armor, *detect animals and plants, keen senses*
Cost 4,200 gp (DC 21)

NOISY CICADA BLASTER

Aura strong evocation **CL** 12th
Slot weapon **Price** 23,750 gp (DC 29) **Weight** 1 lb
This embarrassingly tiny, dinky little blaster pistol packs a punch like a battleship's main armament.

The Noisy Cicada Blaster is a **+1 igniting, thundering, viscous rainbow dart blaster.** On a successful normal hit, this beast inflicts 2d3 force +2d6 fire +2d6 energy to the target and 1d6 damage to the shooter and it gets worse on a critical hit! Yes, it has the *vicious* property, normally reserved for melee weapons, because of the backwash from this insanely overcharged energy weapon.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, enervation, fireball*
Cost 11,875 gp (DC 26)

OBSCENITY +1

Aura moderate evocation **CL** 8th
Slot weapon **Price** 16,500 gp (DC 28) **Weight** 5 lbs
First off, somebody thought it was a good idea to mold a silicon-gel dildo a meter long and as thick as a man's forearm. Then somebody thought it was a good idea to make the gel a screamin' neon pink, with gold and silver sparkles inside. Finally, somebody thought it was a good idea to enchant the thing to turn it into an improvised war hammer.

Obscenity +1 functions as a **+1 mighty cleaving warhammer.** If used as an actual dildo, it provides a +10 competence bonus on Perform (sexual) checks, but inflicts 1d8+1 points of damage on all participants in the sexual act at the conclusion.

Construction
Requirements Craft Magic Arms and Armor, *divine power*

Cost 8,250 gp (DC 26)

"OLD PAINLESS"

Aura strong evocation **CL** 12th
Slot weapon and shoulders **Price** 36,000 gp (DC 30)
Weight 75 lbs (weapon) plus 40 lbs (pack)
This multi-barreled minigun came out of a Vietnam-era attack helicopter, and it's been lightened just enough to make it man-portable. A seemingly endless belt of linked ammunition feeds from the jungle-patterned canvas ammo pack. Every fourth round fired is a phosphorous tracer, cutting through the air like a laser and incinerating anything it impacts.

Old Painless functions as a **+3 flaming burst M2 HB heavy machine gun of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor*, flame strike, infinite ammunition*
Cost 18,000 gp (DC 28)

PAVLOV'S BELL

Aura moderate enchantment **CL** 7th
Slot weapon **Price** 15,100 gp (DC 27) **Weight** 4 lbs
The futuristic silvery-grey rocker has speakers capped with crimson mesh, accented by a matching nylon shoulder strap. The guitar-like weapon's interfaces are designed for the clawed fingers of Anthros, and many of the tones the Bell produces are beyond human hearing, but not the ears of an Anthro.

Pavlov's Bell is a **+2 basic rocker**, which has been enchanted to provide a +4 bonus on Perform (stringed) checks if played by a performer with the Anthro subtype. While carrying or wielding Pavlov's Bell, a character with bard levels and the Anthro subtype increases the WILL Save DC of her *distract* and *fascinate* bardic class abilities by +2.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Anthro, *smug narcissism*
Cost 7,550 gp (DC 25)

PHASE NULLIFIER

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 28,150 gp (DC 29) **Weight** 2 lbs
This cumbersome and rather non-ergonomic blaster has a gleaming chrome finish. The weapon is a squared-off hunk of chrome and polymer, with a pair of blunt twin projector barrels and a wide, rear-swept pistol grip.

The Phase Nullifier is a **+2 ghosttouch, shapechanger-bane, phase locking smuggler's blaster.** The weapon's bane property activates against targets of the shapechanger subtype.

Construction
Requirements Craft Magic Arms and Armor, *dimensional anchor, plane shift, summon monster I*
Cost 14,075 gp (DC 27)

PILEDRIVER

Aura strong evocation **CL** 14th
Slot none **Price** 73,950 gp (DC 33) **Weight** 20 lbs
The exaggerated knuckle joints of this massive powered gauntlet are wasp yellow against the dingy grayish-black pigiron of the rest of the powerful robotic fist. Above the knuckles, a protruding wedge of steel like the point of a jackhammer is decorated with yellow and black hazard striping.

The Piledriver is a **+4 impact power cestus.** Once per day, the wielder can strike the ground to create an *earthquake* effect with an 80 ft radius.

Construction
Requirements Craft Magic Arms and Armor, *earthquake, giant form I*
Cost 36,975 gp (DC 31)

PINKFIRE BLADES

Aura moderate evocation **CL** 10th
Slot weapon **Price** 14,500 gp (DC 27) **Weight** 5 lbs
These high-tech and exquisitely balanced scimitars have a blade of energized, neon-pink crystal that can flash-heat to temperatures in excess of 1,000 degrees^{F}. Pinkfire Blades are a flashy weapon favored by Battlechangers, often wielded paired and swung with incredible machine precision and grace.

Pinkfire Blades are **+1 flaming, Fuelon charged scimitars.** The weapons are designed to be wielded paired; if a character wields a matching set of Pinkfire Blades, they are treated as if possessing the Improved Two-Weapon Fighting feat.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, fireball, fuelon explosion*
Cost 7,250 gp (DC 25)

PLASMA FANG

Aura strong evocation **CL** 12th
Slot weapon **Price** 56,750 gp (DC 32) **Weight** 6 lbs
The Plasma Fang is a heavy weapon of barely contained flame and black steel. The hilt and bulky crossguard is dull, ebony metal, wrapped with thick, heat-resistant cabling. When activated, a double bladed axe formed from roiling plasma flames forms within an angular magnetic bottle.

The Plasma Fang is a **+4 flaming burst particle axe.** While actively wielding the Plasma Fang, the wearer benefits from the *Powerful Build* racial trait.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, fireball*
Cost 28,375 gp (DC 30)

PROFESSIONAL'S WEAPON

Aura moderate divination **CL** 6th
Slot none **Price** 23,200 gp (DC 29) **Weight** 8 lbs
Cold and tangible shadow-stuff has taken the form of an M-16 assault rifle. Wisps of darkness drift from the inky black barrel like smoke- light is dimmer and sounds are quieter in the presence of this weapon.

The Professional's Weapon is a **+3 M-16A2 assault rifle of distance.** While wielding or carrying the weapon, the wielder gains a +5 competence bonus on Stealth checks. The Professional's Weapon is completely silent, even when firing in full-auto mode. Light levels are worsened by one step within 10 ft of the weapon: bright illumination becomes standard, becomes dim, becomes darkness. The wielder can suppress or resume this property at will as a move-equivalent action.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, invisibility, silence*
Cost 11,600 gp (DC 26)

PUPPETEER RIFLE

Aura strong telepathy **ML** 10th
Slot weapon **Price** 33,000 gp (DC 30) **Weight** 16 lbs
Highly accurate and blessed with superior range finding systems, this advanced, occult-tech sniper rifle is equipped to fire less lethal rounds. These fat, dart-shaped wounds are loaded with mind-control nanites that enable the sniper to take direct physical control over any target they don't just decide to kill outright. These weapons are often used to take out and subvert perimeter guards, scouts and bodyguards protecting VIP targets.

The Puppeteer Rifle is a **+2 merciful, possessor PSG1 sniper rifle of distance.**

Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, cure light wounds, mind control*
Cost 16,500 gp (DC 28)

QUILL LAUNCHER

Aura moderate divination **CL** 6th
Slot weapon **Price** 7,175 gp (DC 25) **Weight** 2 lbs
This sleek, bio-organic pistol is tiny even in the hands of the smallest woman or youngest child, and is easily concealed. The weapon uses occult technology to instantly coalesce new needles from ambient pollution and water vapor, and uses chemically stimulated artificial muscles to fire the needles to incredible range.

The Quill Launcher is a **+1 needler of distance and infinite ammunition.** The weapon always produces needles coated with *lactic retention enzyme* poison. Subtle enchantments, combined with the weapon's small size and stealthy design provide the wearer with a +8 competence bonus on Sleight of Hand checks to conceal the Quill Launcher.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/ clairaudience*, *infinite ammunition*
Cost 3,587 gp (DC 22)

RAZOR LIGHT RAY GUN

Aura strong necromancy and transmutation **CL** 18th
Slot none **Price** 69,000 gp (DC 33) **Weight** 2 lbs
The Razor Light Ray Gun is a slim-line black energy pistol, easily concealed in hand decorated with a delicate golden sun burst and solar flare design on the grip. This tiny pistol is one of the deadliest energy weapons of the 46th Century.

The Razor Light Ray Gun is a **+3 vorpal smuggler's blaster.**

High technology has bestowed the *vorpal property*, usually reserved for combat blades, to an energy pistol. A critical hit with this *vorpal* laser weapon can sear through flesh and skull, vaporize the brain and leave a perfectly cauterized, steaming hole behind.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, keen edge, laser max*
Cost 34,500 gp (DC 30)

REENTRY PISTOL

Aura moderate evocation **CL** 12th
Slot weapon **Price** 56,500 gp (DC 32) **Weight** 4 lbs
The Reentry Pistol is an extensively modified plasma pistol, whose grip and energy cell are sheathed in heat-resistant ceramic tiles, identical to those found on space shuttles.

The Reentry Pistol is a **+2 flaming burst spacer's blaster.** It inflicts 3d6 fire damage on a normal hit, or 3d6+1d10 fire damage on a confirmed critical hit. While wielding the Reentry Pistol, the character gains Fire Resistance 5

Construction
Requirements Craft Magic Arms and Armor, *fireball, resist energy*
Cost 28,250 gp (DC 29)

RESONANCE CANNON

Aura faint necromancy **CL** 5th
Slot weapon **Price** 7,250 gp (DC 25) **Weight** 11 lbs
The Resonance Cannon is a long, narrow sonic energy cannon has the grown, organic lines of coral and the sheen of silvery chrome. Glowing blue and violet energy nodes running the length of the weapon pulse and throb, their glow brightening as the weapon builds up a lethal charge.

The Resonance Cannon functions as a **+1 Genesis-integral thundering pulse rifle.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Genesis) feat, *blindness/ deafness*
Cost 3,625 gp (DC 22)

RING, BLASTER

Aura moderate abjuration **CL** 5th
Slot ring **Price** 3,200 gp (DC 22) **Weight** negligible
What looks like an ordinary wedding ring with a fine golden band and inset ruby is truly an advanced personal energy weapon.

The Blaster Ring functions as a **+1 spacer's blaster.** The weapon cannot be detected as such by any known scanner or divinatory magic.

Construction
Requirements Craft Magic Arms and Armor, *non-detection*
Cost 1,600 gp (DC 19)

RIP-FLAYER

Aura moderate illusion **CL** 10th
Slot weapon **Price** 22,500 gp (DC 28) **Weight** 1 lb
The Rip-Flayer is a deadly, electrically charged blade whose energized cutting surface is a thing of baroque, fractal curves splaying wildly in all directions. When you see the brightly glowing weapon in action, the reason for the name becomes all too obvious.

The Rip-Flayer is a **+3 menacing, keen arc dagger.** The weapon has the keen property even though it deals electrical damage due to its basically dagger-like configuration.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, phantasmal killer*
Cost 11,250 gp (DC 26)

ROCKER, PROUD MUTIE

Aura moderate abjuration and conjuration **CL** 8th
Slot weapon **Price** 53,000 gp (DC 30) **Weight** 8 lbs
This double headed guitar-like weapon is clad in hazard yellow polymer, covered with pro-Mutant concert and

benefit stickers. Each of these instruments are custom-built, designed to the unique anatomical peculiarities of each individual Mutant who commissions one. No two are exactly alike, just like the activist rockers of the Mutant race itself.

The Proud Mutie Rocker is a **+1 human-bane twin thunder rocker.** The wielder can use *detect mutants* at will while wielding this Rocker. The wielder, and any Mutant allies within 100 ft, become immune to the detection systems wielded by Watchtower mecha and similar adversaries. Additionally, opponents with a favored enemy targeting Mutants do not receive the usual bonus against these characters.

Special: Creatures lacking the Proud Mutie Rocker treat the weapon as an ordinary twin thunder rocker instead, not even gaining a masterwork bonus from the unique weapon, and suffer a -4 racial penalty on Perform (stringed) checks with the Rocker.

Similar Items

Found only in the best guitar shops of ***Cat's Cradle, Nebraska***, where the iconic "Growl" sound was invented, the ***Cobain Rocker*** is named for the world famous Anthro guitarist. A Cobain Rocker uses an *acoustic rocker* as a base, rather than a twin thunder, and all its benefits apply to creatures of the Anthro subtype rather than the Mutant subtype. Aside from the requirement that the creator be an Anthro cost and construction requirements are nearly identical.

Construction

Requirements Craft Magic Arms and Armor, creator must have the Mutant subtype*, detect mutants, nondetection, summon monster I*

Cost 26,500 gp (DC 29)

RUST BELTER

Aura moderate enchantment **CL** 7th

Slot weapon **Price** 72,000 gp (DC 33) **Weight** 8 lbs

Before being repurposed and weaponized, the steel in this long-handled sledge hammer was a structural girder in some Detroit auto factory now closed and demolished. The trapezoidal metal head is scarred with deep canyons of dingy red rust, but still hits with definitive force.

A Rust Belter is a **+2 furyborn warhammer.** A metallic target struck by the Rust Belter is affected as if by *rusting grasp.*

Construction

Requirements Craft Magic Arms and Armor, *rage, rusting grasp*

Cost 36,000 gp (DC 31)

SCALPEL, MENTALITY

Aura strong enchantment **CL** 12th

Slot weapon and ring **Price** 99,500 gp (DC 34)

Weight negligible

This slender, long-handled scalpel tapers to a monomolecular, needle-thin edge. Both the cutting edge and the cylindrical haft are a gleaming golden alloy, laser etched with angular circuit motifs that terminate in rounded nodes. The weapon is linked to a ring of the same golden alloy by a thin isthmus of conductive gold.

The Mentality Scalpel is a **+2 scalpel.** If the scalpel is used in surgery to treat a creature with the Unhealing property, the wielder may use Computer Use in place of a Craft skill to restore Hit Points to that creature.

When used to perform neurosurgery on a willing, helpless or restrained creature with the *Android, Cyborg, Battlechanger, Robot* or *POETICA* subtypes, the wielder may use a modified version of the *modify memory* spell. The wielder can add or remove up to 24 hours of most recent memories; doing so requires a successful Computer Use check (DC 15+ the subject's INT modifier) and approximately one hour of effort.

Alternatively, with a successful Computer Use check (DC 10 + the subject's INT modifier), the wielder can experience up to 24 hours of most recent memories from the subject's perspective. Doing so requires approximately one hour of effort.

If either skill check is interrupted, the wielder must begin from the beginning, previous effort wasted. A failed check prevents the Mentality Scalpel from being used against that subject again for 24 hours.

Special: Due to the fact it is connected to a ring worn on the wielder's hand, the scalpel cannot be stolen or disarmed.

Construction

Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *hacker spark*, *modify memory, neurogram*

Cost 49,750 gp (DC 31)

SCOUT-SNIPER'S RAILGUN

Aura moderate abjuration **CL** 12th
Slot none **Price** 97,500 gp (DC 34) **Weight** 30 lbs
This advanced railgun has auto-stabilizing systems and occult-tech accuracy guarantees built in. The buttstock is a shapeshifting memory metal that can change firmness, shape and even surface adhesion for accuracy in just about any position the shooter decides to fire from. The fold-down tripod can be configured in a variety of ways with just a few clicks and snaps.

The Scout-Sniper's Railgun is a **+5 nimble sniper's railgun of distance.**

The Scout-Sniper's Railgun does not suffer a penalty for shooting from a moving vehicle or while moving. While the weapon is wielded or carried, the shooter gains a +4 competence bonus on Stealth checks.

Construction
Requirements Craft Magic Arms and Armor, *bow spirit, clairvoyance/clairaudience*
Cost 48,750 gp (DC 31)

SEEKING NOVA

Aura strong divination and evocation **CL** 12th
Slot weapon **Price** 31,000 gp (DC 30) **Weight** 2 lbs
The tines of this pentacle shaped five-bladed throwing knife snap out like switchblades in preparation for throwing. As the Seeking Nova flies, the blades begin glowing star-bright, charging up to titanium melting levels of heat.

A Seeking Nova is a **+3 igniting, seeking, returning starknife.**

Construction
Requirements Craft Magic Arms and Armor, *fireball, telekinesis, true seeing*
Cost 15,500 gp (DC 27)

SENATORIAL GLAIVE

Aura strong transmutation **CL** 16th
Slot weapon **Price** 82,000 gp (DC 33) **Weight** 2 lbs
The silent guardians of the long-extinct Senate called each session of that ancient, pan-galactic governing body to order with by brandishing luminous shafts of harmonized force. These Senatorial Glaives are long pole-arms with shafts of perfectly reflective polished steel, topped by a strange flower of razor-sharp, azure light. The weapon hums and vibrates with barely contained power and millennia worth of legal decisions and jurisprudence, contained as holographic data within the weapon's energy matrix.

A Senatorial Glaive is a **+2 axiomatic, brilliant energy glaive-guisarme.** While the impressive weapon is wielded or carried, the wielder gains a +10 competence bonus on Profession (legal/barrister) and Diplomacy checks made in an official courtroom setting. The wielder automatically succeeds on Knowledge (civics) checks.

Special: If the Senatorial Glaive is wielded by a Lifespawn of the Senator bloodline, the Senatorial Glaive gains the **defending** property, and provides the wielder with the Dazzling Display and Shatter Defenses feats as bonus feats that specifically apply to this weapon.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, expository geomorph, gaseous form, order's wrath*
Cost 41,000 gp (DC 31)

SHIP RIPPER

Aura moderate transmutation **CL** 12th
Slot weapon **Price** 24,850 gp (DC 29) **Weight** 25 lbs
This massive axe has a whirling chain edge studded with inch long industrial diamonds sheathed in adamantine. The chain axe's casing is a sunfire gold, streaked with black hazard painting and splattered with grease and soot.

The Ship Ripper is a **+2 adamantine wounding chain axe.** When attacking any starship or other vehicle of at least Gargantuan size, multiply the damage inflicted by the Ship Ripper by 10!

Construction
Requirements Craft Magic Arms and Armor, *bleed, chainsaw hands*[*]
Cost 12,425 gp (DC 26)

SHREDDER MULTI-RAILGUN

Aura strong transmutation **CL** 11th
Slot none **Price** 215,000 gp (DC 37) **Weight** 85 lbs
Built on the already impressive platform of a *gatling railgun*, the Shredder might be the most monstrously overpowered squad support weapon in known space. The cannon's eight rotating barrels are painted in alternating black and gold, like a wasp's thorax.

The Shredder Multi-Railgun is a **+4 gatling railgun of infinite ammunition.** Like all gatling railguns, the Shredder resolves its attacks as ranged touch attacks and ignores natural and equipment and shield bonuses to AC. However, the Shredder allows the wielder to make a free sunder attempt against the manufactured armor or shield of any target struck by the weapon. The Shredder's enchantment bonus is also applied to the wielder's CMB check to sunder.

Construction
Requirements Craft Magic Arms and Armor, *disintegrate, infinite ammunition*
Cost 107,500 gp (DC 34)

SHURIKEN, EMP (CN)

Aura moderate evocation **CL** 8th
Slot weapon **Price** 1,600 gp (DC 20) **Weight** ½ lb (set of 5)
These matte-black carbon steel shuriken have a pale blue glowing LED at their center.

EMP Shuriken function as **+1 shock shuriken**. If the EMP Shuriken damages a non-magical vehicle with an electrical system of any kind, the vehicle must succeed at a DC 14 FORT Save or immediately shut down. The vehicle cannot be restarted until repaired and its system rebooted with a DC 15 Craft (electronics) check.

An EMP Shuriken is destroyed once it damages a target, though EMP Shuriken that miss their target can be recovered. The price and construction requirements given are for a set of five EMP Shuriken.

Construction
Requirements Craft Magic Arms and Armor, *lightning bolt, mind control*
Cost 800 gp (DC 17)

SHURIKEN, REMOTE (CN)

Aura strong evocation **CL** 10th
Slot weapon **Price** 3,800 gp (DC 22) **Weight** ½ lb (set of 5)
This high-tech shuriken resembles its occult-tech predecessor, but includes a brighter display LED and readouts.

Remote Shuriken function as +**1 shock, possessor shuriken**. The weapons function identically to standard EMP Shuriken, and have an additional property. Rather than disabling a damaged vehicle, the weapon's user can take direct control of that vehicle using the weapon's Possessor property. Occupied vehicles use their driver or pilot's WILL Save rather than their own to resist this effect. The weapon's possessor effect can only be used against vehicles, not living creatures.

Construction
Requirements Craft Magic Arms and Armor, *lightning bolt, mind control*
Cost 1,900 gp (DC 20)

SINGULARITY GRENADE (CN)

Aura strong transmutation **CL** 12th
Slot weapon **Price** 3,600 gp (DC 22) **Weight** 1 lb
These deadly grenades are small triangular devices with pulsing violet energy visible beneath the glass-like housing. When the grenade is thrown, everything in the burst radius is sucked into a microscopic black hole that lasts for only a fraction of a second…barely long enough to utterly vaporize anything sucked in.

The Singularity Grenade is a grenade-like weapon that has a 10 ft range increment and a 20 ft burst radius. All creatures and objects within this radius are affected by *disintegrate* if they fail a DC 15 FORT Save.

Construction
Requirements Craft Magic Arms and Armor, *disintegrate*
Cost 1,800gp (DC 20)

SLATEWIPER

Aura strong evocation **CL** 18th
Slot weapon **Price** 119,600 gp (DC 34) **Weight** 45 lbs
This truly oversized, prodigiously heavy gravity hammer's internal components are forged from rare-earth minerals mined in Earth's Yucatan Peninsula, where an asteroid impact brought an end to the age of the dinosaurs millions of years ago. The Slatewiper's striking surface is a hull-metal polygon which glows with intense and cold internal light.

The Slatewiper is a **+5 invigorating, mighty cleaving gravity hammer.** Once per day, the wielder can cast *earthquake,* by striking the Slatewiper to the ground.

Construction
Requirements Craft Magic Arms and Armor, *divine power, earthquake, good hope*
Cost 59,800 gp (DC 32)

SOUTHPAW

Aura moderate divination **CL** 10th
Slot weapon **Price** 12,000 gp (DC 26) **Weight** 10 lbs
The Southpaw is a bulky machine-augmented, powered gauntlet modeled on a lion or bear's paw. Most of these weapons are a dull bronze accented with red or polished golden striping. Each powerful articulated finger ends in a sharp metal talon. A sparkling crimson gemstone is set into

the back of the hand.

The Southpaw is a **+2 valiant power cestus of omens.**

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, true strike*
Cost 6,000 gp (DC 24)

STAFF, BRAIN ATTACK

Aura strong telepathy **ML** 13th
Slot weapon **Price** 36,750 gp (DC 31) **Weight** 4 lbs
This metal and heavy plastic quarterstaff has thick blue padding at each end, making it look like a practice or boffer weapon rather than something designed for real combat. However, the crackling silver lightning running the length of the staff testify to the deadly micro-strokes the weapon can inflict.

A Brain Attack Staff is a **+2 keen quarterstaff.** On a critical hit with the Brain Attack, the victim must succeed at a DC 13 WILL Save or suffer the effect of *psychic crush*, dropping immediately to -1 HP and dying. Even on a successful Save, the victim suffers 5d6 points of additional damage.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, psychic crush*
Cost 18,375 gp (DC 28)

STAFF, STRYKE

Aura moderate clairsentience **ML** 10th
Slot weapon **Price** 52,000 gp (DC 31) **Weight** 2 lbs
When this aluminum and carbon-fiber fighting staff is energized, it becomes a long shaft of translucent, hot-pink light coruscating with psionic energy. The rest of the time it is practical matte black with dark brown rubberized grips.

The Stryke Staff is a **+3 quarterstaff**. Twice per day, the wielder can manifest *disrupting strikes* through the Stryke Staff as an immediate action.

Special: Only a character with Cryptic levels (or who has gained the Disrupt Pattern ability from another source), can activate this weapon's special power.

Construction
Requirements Craft Magic Arms and Armor, *disrupting strikes,* creator must be a Cryptic
Cost 26,000 gp (DC 29)

STAFF, TRICKDARE

Aura faint enchantment and transmutation **CL** 3rd
Slot weapon **Price** 6,400 gp (DC 24) **Weight** 2 lbs
The surface of this spring-loaded, collapsible fighting staff is roughly textured for a sure grip and kept to a matte gunmetal grey for stealth. Trickdare Staffs are a favorite of Lagniappe Men and Ladies alike – they are as useful as they are flashy, as concealable as they are hard-hittin'.

A Trickdare Staff is a **+1 collapsible staff.** While the staff is in hand, and extended, the wielder gains a +4 competence bonus on Acrobatics and Stealth checks. Once per day, the wielder can use *charm person*; the Trickdare Staff must be collapsed and either concealed or holstered to use this spell.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, charm person*
Cost 3,200 gp (DC 22)

STARHUNTER'S BLADE

Aura moderate evocation **CL** 10th
Slot weapon **Price** 9,050 gp (DC 25) **Weight** 2 lbs
The Hunters of the Cosmos are found throughout the infinite Multiverse, protecting spacers and other mortals from predation by Lifespawn monstrosities. The dimension-spanning order forges uniquely potent blades to combat such creatures. A Starhunter's Blade is a simple yet effective short sword design forged from a single ingot of silvery-violet xeno-alloy.

A Starhunter's Blade is a **+1 Lifespawn-bane, pleasuring short sword.** The strange alloy the weapon is forged from functions both as alchemical silver and cold iron.

Construction
Requirements Craft Magic Arms and Armor, *breath of ecstasy, summon monster I*
Cost 4,525 gp (DC 23)

STARHUNTER'S FORK

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 31,000 gp (DC 30) **Weight** 5 lbs
Hunters of the Cosmos bequeath this two-tined chrome trident only to their most trusted and honored war-sisters. Each such blade is returned to the order at the wielder's death and passed to a new hero. The weapon's long silver shaft is wrapped in thick and gnarled orange-brown leathers, tanned from the hides of cosmic horrors.

Despite having only two tines, the Starhunter's Fork is a **+3 Lifespawn-bane, huntsman, lifesurge trident.** The strange alloy the weapon is forged from functions both as alchemical silver and cold iron.

Construction
Requirements Craft Magic Arms and Armor, Channeled Smite, *cure serious wounds, death ward, detect animals and plants, disrupt undead, summon monster I*
Cost 15,500 gp (DC 27)

STATIC HOOK

Aura moderate abjuration **CL** 8th
Slot weapon **Price** 28,000 gp (DC 29) **Weight** 6 lbs
A Static Hook vaguely resembles a Japanese kusarigama, but instead of the delicate, flexible chain of that weapon, the lengths of chain attaching the hooked blade are thick and industrial. Heavy copper wiring runs through the heavy-duty links, terminating in a powerful occult-tech shock module built into the sickle-like hook.

A Static Hook is a **+2 shock kusarigama.** While the weapon is wielded in hand, it redirects harmful electricity away from the wielder and into the weapon itself, providing the wielder with Electricity Resistance 10.

Construction
Requirements Craft Magic Arms and Armor, *call lightning, energy resistance*
Cost 14,000 gp (DC 27)

STREET JUDGE'S ENFORCER

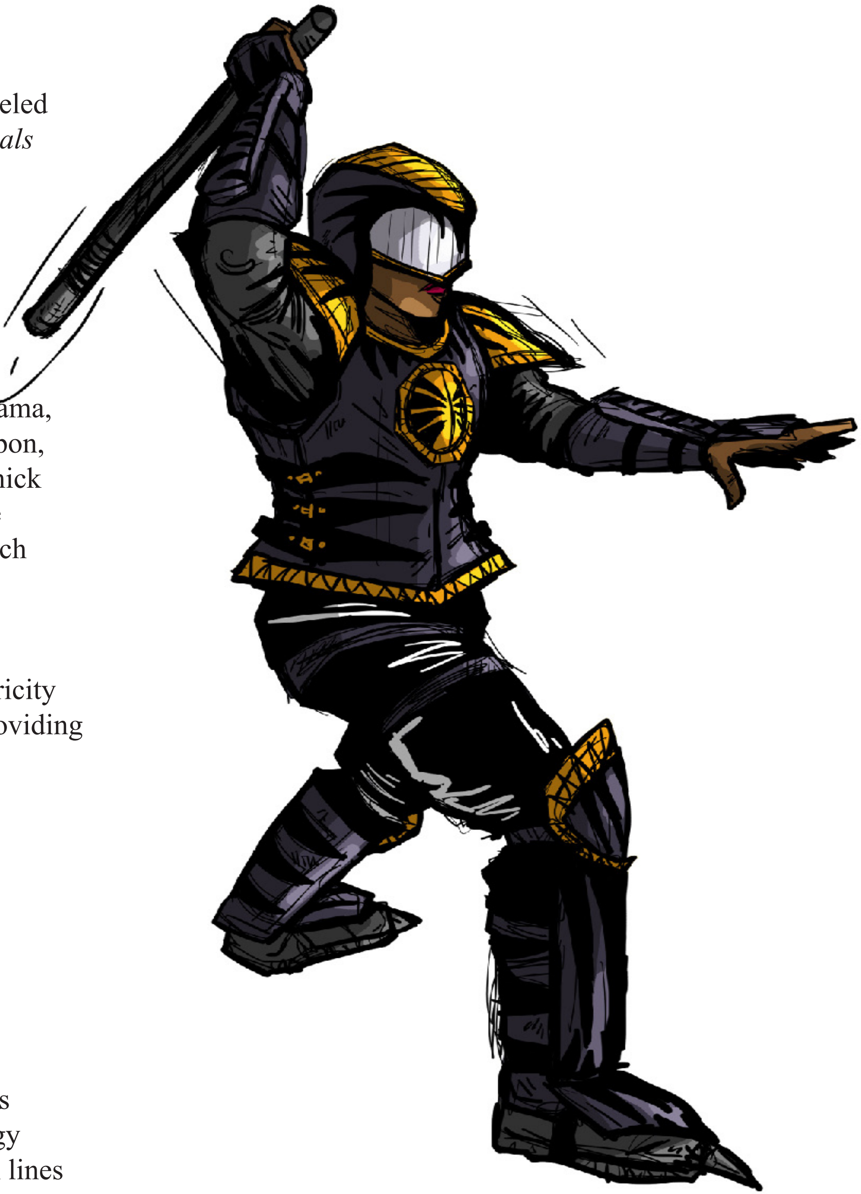
Aura faint transmutation **CL** 4th
Slot weapon **Price** 13,300 gp (DC 27) **Weight** 4.5 lbs
The Street Judge's Enforcer is a bulky personal energy pistol with a glossy black casing with the same harsh lines as *Street Judge's Armor.* A golden eagle badge is stamped into the contoured black pistol grip.

The Street Judge's Enforcer is a **+2 jurist smuggler's blaster of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *owl's wisdom, infinite ammunition*
Cost 6,850 gp (DC 24)

STREET JUDGE'S MACHINE PISTOL

Aura strong evocation **CL** 12th
Slot weapon **Price** 61,250 gp (DC 32) **Weight** 3 lbs
The Street Judge's Machine Pistol is assembled from the same gloss-black alloy as the hardened plating of the *Street Judge's Armor* and matching helmet. A stylized eagle badge is stamped into the casing. The weapon glows with fiery internal light.



The Street Judge's Machine Pistol is a **+3 igniting, nimble shot military SMG.**

Construction
Requirements Craft Magic Arms and Armor, *bow spirit, fireball*
Cost 30,625 gp (DC 30)

STREET JUDGE'S SKULLBUSTER

Aura faint enchantment **CL** 5th
Slot weapon **Price** 16,500 gp (DC 28) **Weight** 1 lb
This polymer plastic fighting stick has a durable ebony shaft. The hilt is capped with a large and baroque silver eagle, which clutches the weapon in its talons.

The Street Judge's Skullbuster is a **+2 invigorating shapememory truncheon.**

Construction
Requirements Craft Magic Arms and Armor, *good hope.*
Cost 8,250 gp (DC 25)

SUBMOLECULAR FOIL

Aura strong evocation and transmutation **CL** 16th
Slot none **Price** 234,000 gp (DC 37) **Weight** 2 lbs
The silvery alloy of this strangely beautiful fencing foil's basket hilt and haft is so light and delicately carved, it seems like cut glass or sculpted ice rather than metal. The blade itself is a shaft of crackling azure lightning, which tapers to a molecule-thin point. The energized edge is sharp enough to slice apart molecular and atomic bonds, initiating crude fission reactions with just a stroke of the blade! Submolecular Foils are among the most dangerous Second Iteration occult-tech, considered high-echelon WMDs by most galactic powers.

The Submolecular Foil is a **+2 brilliant energy, Fencer-integral rapier.**

Fission Reaction

On a confirmed critical hit with the weapon, a mental query in the wielder's native language flashes across the wielder's consciousness, like a pop up: *"Initiate fission reaction?"*

If the wielder chooses to do so, as an immediate action, all creatures and objects within 30 ft suffer 15d6 points of energy damage, of an unspecified type not subject to energy resistance or immunity. Creatures and objects reduced to 0 HP by this energy burst are completely *disintegrated.* The wielder is also subject to this damage, but may attempt a DC 25 REF Save for half damage. The Submolecular Foil is never harmed by this effect.

If the Submolecular Foil is used to confirm a critical hit against a Lifespawn of the Singular, Nemesis, or Genesis bloodlines, the pop up message is threateningly different: *"Multiversal contamination detected. Initiating fission reaction."*

The detonation occurs automatically, and the wielder receives no saving throw for half damage.

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Fencer) feat, *continual flame, disintegrate, gaseous form*
Cost 117,000 gp (DC 34)

SUPER SCIENTIFIC RAILGUN

Aura strong abjuration and conjuration **CL** 14th
Slot weapon **Price** 65,000 gp (DC 32) **Weight** 30 lbs
This unique railgun is the gleaming, glossy cloud-white of a new iPad, accented by cool-blue indicator lights, intuitive touch screen displays and control surfaces. It is clean, modern and rational…a perfect weapon against a world that is anything but.

The Super Scientific Railgun is a **+3 axiomatic, dispelling burst sniper railgun of disruption.**

Any non-lawful, outsider, fey or undead creature wielding the weapon suffers one negative level, which never results in actual level loss, but cannot be removed while the weapon is wielded.

Construction
Requirements Craft Magic Arms and Armor, *greater dispel magic, heal, order's wrath,* creator must be lawful
Cost 32,500 gp (DC 30)

SURVIVOR'S BLADE

Aura faint transmutation **CL** 5th
Slot weapon **Price** 4,300 gp (DC 23) **Weight** 5 lbs
This undistinguished, machete-like sword comes to a swooping J-shaped hook at the end of the dull, greenish-grey blade. Danger icons declaring the blade to be a Nemesis Lifespawn artifact are acid etched into the blade or burnt into the grip. The Survivor's Blade is common among out-colonists and explorers venturing into the twin Necklaces of Phallus Space.

The Survivor's Blade is a **+1 short sword.** While actually wielding the Survivor's Blade, a creature with the Lifespawn subtype gains access to the Alpha Survivor and Anatomical Superiority feats as bonus feats. The wielder's Lifecount increases by +1 while the blade is wielded.
Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Nemesis) feat, *bear's endurance*
Cost 2,150 gp (DC 21)

TANK-KILLER BLADE

Aura strong transmutation **CL** 10th
Slot weapon **Price** 18,000 gp (DC 28) **Weight** 8 lbs
The Tank-Killer Blade is goliath bastard sword forged from the recycled wing of an A-10 Thunderbolt ground-attack plane. These blades are usually hand-painted with the patriotic colors of the wielder's nation or military unit.

The Tank-Killer Blade is a **+2 keen, impact bastard sword.** The Tank-Killer Blade ignores Hardness when used against Constructs and vehicles of Size Huge or larger; it does not affect the Hardness or Large of smaller Constructs or vehicles.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, keen edge, righteous might, shatter*
Cost 9,000 gp (DC 25)

TECH MACE

Aura faint conjuration **CL** 8th
Slot weapon **Price** 6,000 gp (DC 24) **Weight** 8 lbs
The head of this heavy mace is a fist-sized golden disk resting atop a heavy riveted cylinder that slims down into a roughly textured, carved grip. Occasional gouts of steam pump out of the pommel.

The Tech Mace is a **+1 construct-bane heavy mace.** While wielding the Tech Mace, the character can cast *reconfigure Star Droid* at will. The wielder can command the Tech Mace to assume the form of a bulky wrench or resume its weapon configuration as a full round action. In wrench form, the Tech Mace is treated as an improvised bludgeoning weapon with no magical properties. If the wrench is used in a project, it provides the wielder with a +5 competence bonus on Craft (mechanical, cybernetic or gunsmith) checks.

Construction
Requirements Craft Magic Arms and Armor, *engineer's touch, reconfigure Star Droid, summon monster* I
Cost 3,000 gp (DC 22)

TECHNO-PAK, BUZZSAW

Aura faint conjuration and divination **CL** 12th
Slot body and shoulders **Price** 8,400 gp (DC 25)
Weight 22 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Buzzsaw Techno-Pak has a pair of long vertical slits in the breastplate, looking like nothing so much as slots in a toaster. However, what's popping out of these slots isn't a tasty treat- it's a pair of razor sharp, high velocity buzzsaw blades.

A Buzzsaw Techno-Pak functions as a **+1 keen, seeking chakram.** The device produces a new chakram (which looks like a buzzsaw blade) with every attack, which disappears as soon as the attack is resolved.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, keen edge, true seeing*
Cost 4,200 gp (DC 23)

TECHNO-PAK, BLASTER

Aura faint conjuration **CL** 6th
Slot body and shoulders **Price** 12,000 gp (DC 26)
Weight 22 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Blaster Techno-Pak is a powerful weapons system, with a pair of short-barreled energy blasters which flip up into recesses in the breastplate when not blazing away.

A Blaster Techno-Pak functions as a **+2 smuggler's blaster of infinite ammunition.** The weapon has a range increment of 600 ft in space or vacuum, due to its constant *star ranging* effect.

Similar Weapons

More expensive Blaster Techno-Paks are designed with higher-yield energy weapons (or even full-auto slugthrowers) as their base weapons. These variant Blaster Techno-Paks are fairly easy to commission and aren't much rarer than this basic model.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, star ranging*
Cost 6,000 gp (DC 24)

TECHNO-PAK, ULTRA-LASER

Aura strong evocation **CL** 16th
Slot body and shoulders **Price** 70,000 gp (DC 33)
Weight 18 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. This particular Techno-Pak is partially transparent, revealing roiling plasma energy contained behind metal and magnetically-reinforced glass. A long, transparent hose of the same material connects to the wearer's melee weapons, transforming them into blazing, ultra-tech laser weapons.

As a full round action, the wearer can attach this energy hose to any masterwork quality or magical melee weapon. Doing so provides the weapon with the *brilliant energy* and *flaming burst* qualities. It requires one minute to detach the hose from an attached weapon.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, flamestrike, gaseous form*
Cost 35,000 gp (DC 30)

TERROR CLAW

Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 74,000 gp (DC 33) **Weight** 5 lbs
Forged from plates of obsidian steel, a Terror Claw is a mechanized, occult-tech fighting gauntlet with fingers that terminate in long, gleaming black-violet daggers. The long, articulated gauntlet is carved with leering, demonic skulls.

A Terror Claw functions as a **+3 skullgrin, vorpal power cestus.** Unlike normal power cestus, this weapon inflicts slashing damage rather than bludgeoning. The Terror Claw also has the skullgrin property, normally reserved for armor.

Construction
Requirements Craft Magic Arms and Armor, creator must be evil, *keen edge, circle of death, scare*
Cost 37,000 gp (DC 30)

THUNDERLIGHT BLADE

Aura strong transmutation **CL** 16th
Slot weapon **Price** 43,000 gp (DC 31) **Weight** 8 lbs
When sheathed, the blade of this heavy, double-edged sword is chipped, scored and stained with old blood and rust. When wielded in hand, the blade vaporizes completely and transforms into a crackling storm of brilliant yellow flames.

The Thunderlight Blade is a **+2 brilliant energy, coward-spurning great sword.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the *Bravery* class feature, *continual flame, detect evil, gaseous form*
Cost 21,500 gp (DC 29)

THUNDERSTRIKE BLADE

Aura faint necromancy **CL** 5th
Slot weapon **Price** 17,400 gp (DC 27) **Weight** 3 lbs
With a blade formed from a little over a meter of caged golden electricity, the Thunderstrike Blade is an especially impressive occult-tech weapon. The projector hilt is gilded and intricately carved, with a non-conductive rubberized grip.

The Thunderstrike Blade is a **+2 thundering arc sword.** When making a FORT Save to resist permanent deafness from the weapon's thundering property, cybernetic creatures add their Drain rating as a circumstance penalty on the saving throw.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness*
Cost 8,700 gp (DC 25)

TOON'S MALLET

Aura strong transmutation and universal **CL** 13th
Slot weapon **Price** 194,000 gp (DC 36) **Weight** 8 lbs
This unpredictable weapon resembles a warhammer, but it's unlike any weapon ever wielded by any soldier anywhen in history. The oversized, rubbery head of the mallet is painted in bright red, blue, yellow and black, a carnival rainbow. The long haft is equally colorful and every time the weapon strikes home, it lets out a ridiculous squeak.

The Toon's Mallet is a **+2 dancing warhammer** by default. In the hands of an Anthro with the Tooned template, it is treated as a ***+3 countering, dancing warhammer*** instead.

Roll D10 and see what wackiness ensues…	
1- *Grease* spell cast on the target	Summons 2d6 rats, squirrels, mice, ferrets or other small rodents to fight on the caster's behalf. They usually just jump on the target's face and begin clawing randomly.
3- *Black Tentacles* is cast on the target's square, possibly entangling the hammer's user as well.	4- *Stinking Cloud* is cast, centered on the target's square.
5- *Deep Slumber* is cast upon the target	6- *Confusion* is cast upon the target
7- *Slow* is cast upon the target	8- Hundreds of marbles appear in the target's square, and it must succeed at a DC 15 REF Save or drop prone, speed halved in this square even on a successful save
9- Target becomes completely black and white for 2d6 minutes, suffering a -4 CHA penalty for this period	10- Target gains the Tooned Anthro template for the next 2d6 minutes

Anytime the wielder scores a critical hit with the Toon's Mallet, roll on the following chart to see what kind of wackiness ensures. Caster levels are always equal to the Mallet's.

Construction

Requirements Craft Magic Arms and Armor, creator must be a Tooned Anthro, *animated object, limited wish*

Cost 97,000 gp (DC 34)

TRAILBREAKER BLADE

Aura moderate conjuration **CL** 8th

Slot weapon **Price** 16,000 gp (DC 27) **Weight** 2 lbs

This matte grey, sharply angled machete is often found in the hands of frontier explorers, first-wave colonists and terraformers. It is the perfect survival tool with which to challenge an alien eco-system.

The Trailbreaker Blade is a **+2 animal-bane, plant-bane short sword.**

While wielding the Trailbreaker Blade, the character gains a +2 enchantment bonus on FORT Saves against naturally occurring poisons. By penetrating an item of food or drink with the tip of the blade (slicing a cut of meat or piercing a melon, for instance) the blade can determine if that item is safe for the wielder to consume. If the touched food or drink is naturally toxic or harmful to the wielder, or is poisoned, pulsing crimson veins become briefly visible on the matte grey blade.

Construction

Requirements Craft Magic Arms and Armor, *delay poison, summon monster I*

Cost 8,000 gp (DC 25)

TRENCH KNIFE

Aura moderate transmutation **CL** 10th

Slot weapon **Price** 8,200 gp (DC 25) **Weight** 1.5 lbs

This wickedly serrated fighting knife has a spiked grip just for that extra dose of 'fuck you' in a knife fight.

A Trench Knife is a **+1 keen dagger**. Alternatively, it can be wielded as a **+1 keen brass knuckle**. Switching between attack configurations is an immediate action.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*

Cost 4,100 gp (DC 23)

TURTLE SET WEAPONS

Aura moderate divination **CL** 10th

Slot weapon **Price** 9,000 gp (DC 25) per weapon **Weight** varies by weapon type

These finely made Asian martial arts weapons were commissioned in honor of a small clan of famed turtle Anthro ronin, who fought for good, and protected the poor and the weak. Each of these weapons is wrapped in colorful leather, corresponding to bright spots of color on the shell of the turtle Anthro who first wielded the weapon, and each bears a glowing, oval-cut gemstone of the same shade.

There are four Turtle Set Weapons.

The first of these weapons is set with a sapphire and sea blue wrappings, and is a **+1 katana of omens**.

The second of these weapons is set with a ruby and crimson wrappings, and is a **+1 sai of omens**.

The third of these weapons is set with a garnet and violet wrappings, and is a **+1 quarterstaff of omens**.

The final of these weapons is set with tourmaline and fiery orange wrappings, and is a **+1 nunchaku of omens.**

These weapons are designed to be wielded alongside other weapons of the same set, and emphasize teamwork. The wielder of any Turtle Set Weapon is treated as possessing any teamwork feat possessed by any Anthro ally within 100 ft who is also wielding a Turtle Set Weapon.

Special: Turtle and tortoise Anthros gain a special benefit. While wielding any Turtle Set Weapon, the Anthro improves their natural armor bonus to AC by +2. The creature's shell becomes noticeably thicker, more heavily armored and impressive.

Similar Items

A more modern set of weapons, inspired by the same legends, substitutes a few of the base weapons.
This set swaps a 9 ring broadsword for the *katana*, a tonfa for the *sai*, and a meteor hammer for the *nunchaku*. Cost and construction requirements are otherwise identical.

An archaic form of the Turtle Set Weapons is even more dangerous, and truer to the actual (brutal) history of the Turtle ronin who wielded the Set's inspirational weapons. All weapons in this variant set are wrapped in blood red and have inset rubies, rather than the individual colors of the default Set. All weapons in this set gain the *wounding* property, increasing the purchase price to 17,000 gp (DC 28). Adjust creation requirements appropriately.

competence bonus on Intimidate checks made against creatures with the Battlechanger subtype.

Construction Requirements Craft Magic Weapons and Armor, creator must have the Battlechanger subtype, creator must be lawful evil, *cause fear, death knell, order's wrath, unholy blight*
Cost 92,500 gp (DC 33)

Construction Requirements Craft Magic Arms and Armor, creator must be an Anthro, *anticipate peril, barkskin, coordinated effort, true strike*
Cost 4,500 gp (DC 23) per weapon

TYRANTIS CANNON

Aura strong evocation **CL** 15th
Slot weapon and wrist **Price** 185,000 gp (DC 36)
Weight 40 lbs
Honored Tyrakron commanders wield this massive, majestic weapon mounted at the wrist and forearm of their dominant hand, as the symbol of their rank. The weight of the long barreled fusion cannon is the weight of duty. While most of the weapon is pragmatic black and silver, golden filigree encircles the gaping barrel, and beautifully gilded Tech-TY glyphs chase the length of the cannon, spelling out a personal motto of war, fire and conquest.

The Tyrantis Cannon is a **+3 axiomatic, Battlechanger-integral, cruel, unholy widebore fusion cannon.** While wielding the Tyrantis Cannon, the character gains a +10

UTILITY RIFLE

Aura moderate transmutation **CL** 5th **Slot** weapon **Price** 6,400 gp (DC 24) **Weight** 11 lbs
These bulky pulse rifles are standard issue for Battlechanger combat engineers. A blunt, triangular fin rises from the weapon's buttstock and serves as a heat regulator, while two long, slender pipes feed into a conical discharge port at the fore.

The Utility Rifle is a **+1 pulse rifle of infinite ammunition.** The weapon can be set to function as a *plasma welder* tool as a standard action, and it provides a +4 competence bonus on any Craft check made to produce high-tech items or advanced structures.

Construction Requirements Craft Magic Arms and Armor, *infinite ammunition, make whole*
Cost 3,200 gp (DC 22)

VISOR, FOCUSING

Aura faint evocation **CL** 5th
Slot eyes **Price** 2,500 gp (DC 21) **Weight** 1 lb
This wrap-around metallic visor uses an intricately machined set of ruby-crystal lenses and specially designed, adjustable mirrors to control and focus the energy of certain kinds of optic blasts.

While wearing a Focusing Visor, a character with the Energy Blast feat who has chosen either Fire or Force as their energy gains a +1 competence bonus on attack rolls with their Energy Blast and inflicts an additional dice of damage on a successful hit.

Similar Items
Simply by modifying the energy type and body slot occupied, you can use the Focusing Visor as the base for a whole host of derivative items. Examples include gloves that augment electrical Energy Blasts; a chest harness that augments cold Energy Blasts, a choker that improves sonic Energy Blasts, and many similar items. These variant items should augment one or two specific energy types for the same cost. If the variant item augments any Energy Blast wielded, the item's price should probably be doubled to 5,000 gp (DC 23).

Construction
Requirements Craft Magic Arms and Armor, creator must have the Energy Blast feat
Cost 1,250 gp (DC 19)

WARGRINDER

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 33,000 gp (DC 30) **Weight** 32 lbs
Two weapons in one, each as ugly and brutal as war itself. The Wargrinder is a cut-down squad-support machine gun housed in a blunt, ergonomic chassis with an integrated chainsaw bayonet mounted beneath the barrel. The weapon is unpainted, dingy aluminum and steel, dirty with grit and dried blood.

The Wargrinder is two weapons in one, though the user can only operate one weapon at a time. Changing between weapon modes is an immediate action.

The Wargrinder's ranged option is a **+2 nimble M-60 machinegun.**

The Wargrinder's melee option is a **+2 keen, wounding chainsaw.**

Construction
Requirements Craft Magic Arms and Armor, *bleed, bow spirit, keen edge*
Cost 16,500 gp (DC 28)

WATCHTOWER HARPOON

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 18,500 gp (DC 28) **Weight** 20 lbs
Any pure-strain human carrying one of these reinforced aluminum harpoons is likely a high ranking officer in the anti-Mutant Watchtower Program, trusted with field command of these multi-million dollar war-machines. The weapon's long shaft is enameled in the distinctive dark navy livery of the Watchtower Program.

The Watchtower Harpoon is a **+2 Mutant-bane, keen harpoon.**

While wielding the spear, the character is treated as possessing the Watchtower subtype. If the character attacks a target with either the Mutant or Patriot subtype, all Watchtower robots within 60 ft receive a +4 bonus on attack and damage rolls against the designated target. They will attack this target exclusively until it is destroyed. If the Watchtower mecha use their Flame Thrower Purge special attack instead, increase the fire damage inflicted by +2d6. Only a single target may be designated this way at any given time.

This ability is identical to the Target Lock ability possessed by the Watchcommander Assault Mecha (pg 226, *Secret Soldiers*, Otherverse Games, 2017).

Construction
Requirements Craft Magic Arms and Armor, creator must be a Bio-Guardian**,** *instant enemy, keen edge, summon monster I*
Cost 9,250 gp (DC 25)

WINDHAMMER FORK

Aura overwhelming evocation **CL** 21st
Slot weapon **Price** 229,000 gp (DC 37) **Weight** 15 lbs
This weighty weapon appears a long, two-tined fork, like a goliath tuning fork, made out of a single, angular ingot of silvery alien steel. Brown, red and dingy golden leather is wrapped around the shaft, midway down, as a grip.

The Windhammer Fork is a **+4 shocking burst tiger fork**, which provides the wielder with a constant *emergency spacesuit* effect. The wielder can use the following spell-like abilities, the listed number of times per day. These effects are usable even in hard vacuum, where there is no appreciable atmosphere.

3x/day – sirocco
1x/day – scoring winds
- storm of vengeance
- whirlwind

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, lightning storm, scouring winds, sirocco, storm of vengeance, whirlwind*
Cost 114,500 gp (DC 34)

WORLD CHEATER HACKER BOX

Aura strong universal **CL** 20th
Slot weapon **Price** 392,000 gp (DC 39) **Weight** 2 lbs
Think of reality as the ultimate computer game; think of magic as the world's cheat codes. What looks like 1992's hottest new hand-held, battery powered video game system is in reality a wish-granting genie. If you're good enough on the d-pad and buttons, you can rewrite the world. Best of all – the thing can still play *Tetris* and *Pokemon*!

A World Cheater Hacker Box functions as a **+4 Compu-Toy (gold).** As a Gold class Compu-Toy, the weapon inflicts electrical damage.

Each day, the wielder can play the video game, which requires at least 20 uninterrupted minutes and a successful DC 20 Computer Use check. If the check succeeds, the wielder generates one **Hax**, plus one additional Hax per five points by which the character beats the check. The computer can store up to 16 Hax which must be used before the character next sleeps or rests. Unused Hax are simply lost and a wielder can only make this skill check once per day. Scoring a confirmed critical hit with the weapon via a Computer Use check also generates a single Hax**.**

The wielder can expend Hax to reshape reality in ways both subtle and obvious. The various uses and Hax cost are listed below.

- The wielder can enhance a spell with Metamagic without changing the spell's level or casting time. Each Hax spent counts for one spell level; a Metamagic feat's level adjustment must be fully paid via Hax to be enhanced in this way/ Using this ability is part of the action of casting a spell.

- Duplicate the effects of a 1st – 3rd level spell or psionic power (without augmentation) costs 1 Hax. Using this ability is a standard action, or the action to use the spell or manifest the power, whichever is greater.

- Duplicate the effects of a 4th – 5th level spell or psionic power (without augmentation) costs 3 Hax. Using this ability is a standard action, or the action to use the spell or manifest the power, whichever is greater.

- Duplicate the effects of a *wish* spell. Costs 10 Hax and requires one minute.

Construction
Requirements Craft Magic Arms and Armor, *wish*
Cost 196,000 gp (DC 36)

WRECK BAR

Aura moderate transmutation **CL** 10th
Slot none **Price** 96,000 gp (DC 34) **Weight** 3 lbs
This weapon looks like a crudely welded combination of wrecking bar and light battle-axe. The blade is riveted or crudely welded to the shaft and additional reinforcement is cheaply screwed or riveted in, as necessary. The edge of the blade is chipped and badly rusted, but despite that the weapon strikes keenly.

The Wreck Bar is a **+2 wounding handaxe.**

Special: If wielded by any Scavenger Battlechanger, the Wreck Bar's true and most dangerous power awakens. Any metal object or creature struck by the Wreck Bar is affected as if by *rusting grasp.*

Similar Items

The Scavengers produce many similar weapons. Changing the base weapon from a handaxe to any other melee weapon does not significantly change the item's price or construction requirements. Long and short swords, longspears, clubs and various maces and hammers are common bases for this nasty occult weapon.

Sometimes ranged weapons are similarity enchanted. Sawed-off Shotguns, AK-47 knock-offs, Next Gen SMGs and other advanced slug-throwers are popular choices, as the Scavengers rarely have the technical infrastructure to manufacture occult energy weapons.

Construction
Requirements Craft Magic Arms and Armor, *bleed, rusting grasp,* creator must be a Scavenger Battlechanger
Cost 48,000 gp (DC 31)

WRECK WELDER

Aura faint abjuration and transmutation **CL** 3rd
Slot weapon **Price** 24,500 gp (DC 29) **Weight** 4 lbs
A bulky and cumbersome tangle of hazard-orange fuel tubing and rusting fuel pods continually hisses with a tiny blue pilot flame that occasionally erupts in a gout of flame hundreds of feet long. When affixed to the forearm

of a Battlechanger, hot, gold filigree like flame detailing crawl towards the fingers and up the arm to the shoulder, announcing the bearer's capacity as a high-temp flame trooper.

The Wreck Welder is a **+1 Battlechanger-integral wrist flamer of infinite ammunition.** While the weapon is integrated with a Battlechanger's systems, the character gains Fire Resistance 10.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*, *resist energy*, creator must be a Scavenger Battlechanger
Cost 12,250 gp (DC 26)

WRIST BLASTER

Aura faint evocation **CL** 3rd
Slot wrists **Price** 4,200 gp (DC 23) **Weight** 2 lbs
This futuristic weapon looks like nothing more than crude, barbaric jewelry. A Wrist Blaster is disguised as a wide, bronze wrist band with a bulky rim and simplistic shapes carved into the band. Three to five smoothly polished, marble like gemstones are spaced equidistantly around the band, which glow brightly when the Wrist Blaster is used as a weapon.

A Wrist Blaster functions as a **+1 spacer's blaster of infinite ammunition**. The wearer uses it as a weapon merely by pointing dramatically, a laser following the path of the wearer's outstretched forefinger. Despite being a single band, this item occupies both wrist slots.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*, *magic missile*
Cost 2,100 gp (DC 20)

XENO-DEFENSE RIFLE

Aura faint conjuration **CL** 8th
Slot weapon **Price** 11,300 gp (DC 26) **Weight** 2.5 lbs
X-D Rifles use a standard human-manufactured submachine gun base, which is augmented with exotic alloy cladding and inscribed with abjuring glyphs already ancient when mankind was first discovering agriculture. X-D Rifles are extremely common among salvage crews, xeno-archeology scavengers and out-colonists bound for Phallus Space. Despite their cost, most starships carry a heavy complement of X-D Rifles or similar weapons aboard.

The Xeno-Defense Rifle is a **+2 Lifespawn-bane next-gen SMG of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*, *summon monster I*
Cost 5,650 gp (DC 24)

XENO-DEFENSE SWORD

Aura moderate abjuration **CL** 10th
Slot weapon **Price** 22,000 gp (DC 29) **Weight** 2 lbs
X-D Swords are machete-like weapons forged from ores found on several Inner Necklace worlds and asteroids. Most are forged in Lunar foundries, as micro-gravity conditions are conducive to forging this ancient, and storied, breed of blade. Usually, the logo of an occult-tech bladesmith is laser cut into the head of the blade.

The Xeno-Defense Sword is a **+1 Lifespawn-bane, phase locking gladius.** Creatures with the Lifespawn subtype are affected by the *dimensional anchor* spell for one minute (10 rounds), rather than the 1 round that is the norm for *phase locking* weapons.

Construction
Requirements Craft Magic Arms and Armor, *dimensional anchor, summon monster I*
Cost 11,000 gp (DC 26)

XENO-DEFENSE TRACKER

Aura moderate conjuration **CL** 12th
Slot weapon **Price** 48,500 gp (DC 31) **Weight** 50 lbs
X-D Trackers are ultra-heavy weapons, usually kept under heavy guard in a vessel's armory until something near apocalyptic happens. For crews exploring Phallus Space, apocalyptic is the norm. X-D Trackers are built on a military-grade tracker gun frame, augmented by occult-tech runes and exotic metal reinforcement of a type similar to that of other X-D class weapons.

The Xeno-Defense Tracker is a **+4 Lifespawn-bane, planar tracker gun of infinite ammunition.** If the X-D Tracker is used to attack an Outsider with the Lifespawn subtype, it ignores up to 10 points of the creature's Damage Reduction.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, plane shift, summon monster I* **Cost** 24,250 gp (DC 29)

MINOR AND MAJOR ARTIFACTS

This section details all the various artifact level items that could conceivably be discovered by star-crossing, Multiverse-exploring adventurers. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend or buried in forgotten relics aboard ruined stations.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifacts name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of the Multiverse's most unique artifacts….

ARTIFACT MAGICAL ARMOR

DATAWARD

Uncommon Minor Artifact

Aura strong abjuration and evocation **CL** 20th

Slot armor **Weight** 2 lbs

In its inactive state, the Dataward is a plain golden ring with a single band of bright white luminescence running the circumference of the circle (and occupies the ring slot). When twisted as a move-equivalent action, the Dataward explodes in a cascade of silvery light that takes the form of a glowing suit of ultra-advanced powered armor made out of pure force and illumination.

In its active state, the Dataward acts as a **+4 ghost touch grade III powered armor.** The armor has no armor check penalty, arcane failure chance and effectively no weight, and is considered a force effect. Thus, it blocks magic missiles, *brilliant energy* weapons and incorporeal touch attacks.

The Dataward is considered to be a *smartlight*, and is affected by spells and weapons specifically targeting smartlights. The Dataward and its wearer gain Vulnerability to Electricity. If the Dataward is destroyed by such an effect, it cannot be summoned again for 72 hours. The Dataward can be summoned or dismissed at will. Each time it is summoned, the holographic armor appears with full HP.

Destruction

The Dataward focus ring can be destroyed by extremely high voltage (on the order of several million kilowatts) or intense magnetic fields, but is otherwise almost completely resistant to damage. If 'destroyed' in its armor form, the Dataward merely coalesces anew after less than a week of inactivity.

MAGNUS AEGIS

Unique Minor Artifact

Aura CL 24th

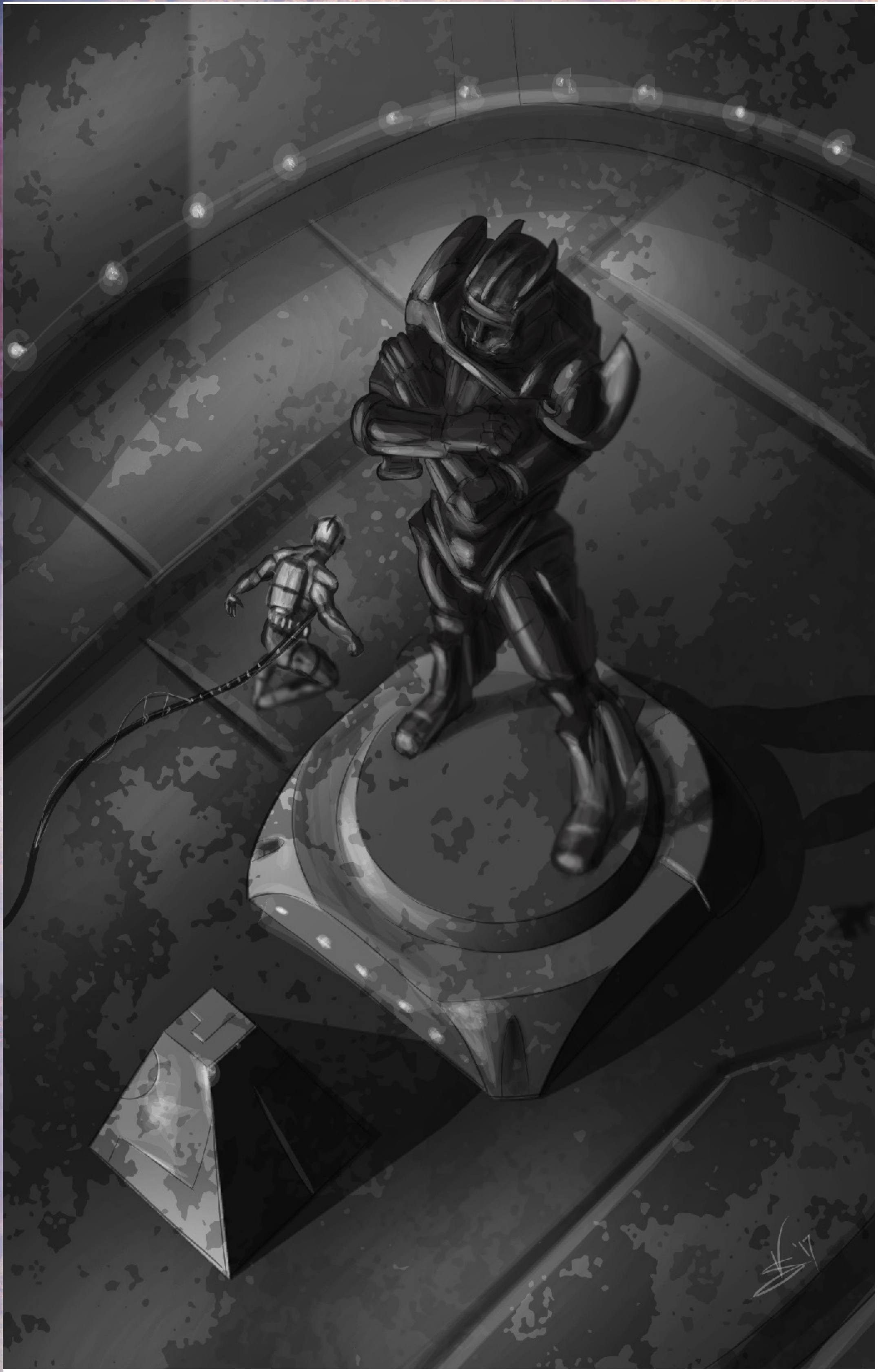
Slot armor **Weight** 28 lbs

The Magnus Aegis is an ancient Technysian artifact, worn by the greatest heroes of the Freegear Rebellion. The gleaming golden armor was worn during the first battle of the Rebellion, and outlived the legendary robotic warlord it was commissioned for. When the armor is not bestowed upon a worthy Freegear (and millennia can pass before a new wearer proves his or her worth), the armor is kept in a vast temple-armory on one of Technys' gleaming moons.

The Magnus Aegis takes the form of a massive metallic exo-frame, forged from a beautifully burnished golden alloy. When worn the armor seems to merge with the wearer's metallic body, revealing intricate internal components cast from burnished bronze and platinum. The Magnus Aegis includes a golden breastplate inset with a reinforced translucent polymer window revealing a powerful plasma-energy chamber that powers the armor. A great-helm with blunt, angular wings and pauldrons fitted with high, towering weapons modules farther adds to the wearer's grandeur.

The Magnus Aegis is a **+5 trans-scaling, wilding grade-III powered armor of determination and heavy fortification.** The Magnus Aegis provides the wearer with Immunity to Fire and Electricity. The Magnus Aegis' *wilding* property applies whenever a Battlechanger wearer assumes any alt-mode, allowing the armor to maintain its full function regardless of their current form. Only a creature with the Battlechanger subtype can don the Magnus Aegis.

While wearing the Magnus Aegis, the Battlechanger is considered one size category larger than normal in all modes, and they lose the Freeze special quality in alt-mode (if present).



Weapons

The missile-towers built into the armor's pauldrons function as a **+3 nimble-shot, seeking LAW rocket launcher of infinite ammunition.**

Destruction

If the wearer is slain while wearing the Magnus Aegis, the armor teleports away at Initiative Count 0 of the round the wearer perishes, leaving the wearer's body behind. This effect functions identically to *interplanetary teleportation*, and returns the armor to its temple-armory. If the teleportation effect is prevented or blocked, the Magnus Aegis can be captured or destroyed normally.

NEBULA SKIN

Rare Major Artifact

Aura overwhelming divination and transmutation

CL 30th

Slot armor and body

Weight negligible

Before it bonds to a host, this armor is a roiling, evershifting orb of liquid starlight- a jet-black oil that glows with tiny pinprick nebulae and suns. Merely touching the inactive Nebula Skin and willing it to bond draws the liquid starlight across the skin. The wearer's face, breast and hair are sheathed in a molecule-thin layer of something like living ivory, while the rest of their body is garbed only in the night sky. Once bonded, the Nebula Skin cannot be removed while the host lives by anything short of a *wish* or *miracle*.

Once bonded the Nebula Skin provides the wearer with a +8 natural armor bonus to Armor Class and a deflection bonus to AC equal to their CHA modifier. If the wearer is a Lifespawn, this deflection bonus increases to equal their CHA modifier + their Lifecount. The wearer is under a constant *surf the nebula* effect, but does not need to summon a board or take any action to fly.

The Nebula Skin binds the wearer's consciousness to the cosmos and collective unconscious. Once per day, the Nebula Skin can provide the wearer with an *omniversal awareness* effect. The Nebula Skin will sometime provide the wearer with this benefit without their consent, expending the daily use. The Nebula Skin will activate *omniversal awareness* if the wearer has a daily use remaining and the wearer meets nay of the following criteria:

- If the Nebula Skin-bonded wearer encounters any Outsider, Dragon or Undead with at least 19 HD
- Is affected by, or within 500 ft of the casting of any 9th level spell or manifestation of any 9th level power
- Comes within 500 ft of any significant amount of Yahn Crystal, Fuelon Crystals or other dimensionally-active crystals
- The wearer travels temporally or across dimensional barriers, including entering Hyperspace

Destruction

An unbonded Nebula Skin cannot be destroyed, and cannot be interacted with beyond the purely physical level, as it is undetectable by most modern sensor systems and scientific tests. A bonded Nebula Skin can be destroyed, along with the host, if the host suicides in the heart of a star, a singularity or other dangerous cosmic phenomena.

STAR JOCKEY'S ARMOR

Uncommon Minor Artifact

Aura overwhelming transmutation **CL** 30th

Slot armor and head **Weight** 50 lbs

This eerie, ebony armor is decorated with bio-mechanical flourishes and raised, rib-like decorations that ridge the torso and gird the limbs. A massive, bulbous helmet has featureless black eyes, vaguely insectoid in aspect. An elephantine tube connects the helmet to a strange device built into the torso. Originally sized for a now extinct species of giants, the Star Jockey's Armor resizes within minutes to fit a new wearer.

The Star Jockey's Armor is a **+4 Space Suit of Greater Shadow and Invulnerability.** The fine construction of this alien armor reduces the suit's armor check penalty to only -2 and its arcane failure chance to only 20%.

While wearing the Star Jockey's Armor, the wearer receives a +6 enhancement bonus to INT, similar to a *headband of intellect.* However, the wearer becomes cold, emotionless and almost sociopathic. She can not benefit from morale bonuses or beneficial mind-influencing effects, nor can she use the Aid Another action while wearing the Star Jockey's Armor.

Destruction

The Star Jockey's Armor can only be destroyed if the wearer willingly commits suicide by either poison or acid while wearing the armor. The armor melts away to stinking black goo when destroyed.

ARTIFACT MAGICAL WEAPONS

CONTAINMENT SHARD DAGGERS

Common Minor Artifact

Aura strong divination **CL** 18th

Slot weapon **Weight** 2 lbs

Roe Athene and Artemis' blood-feud began long before intelligent life evolved on Earth. In one of these ancient battles, Artemis' particle beam cannon was shattered by her mother and rival. Over the aeons, many of the broken pieces have been reforged into incredibly beautiful artifact daggers. Containment Shard Daggers have slender, leaf-shaped blades hewn from a translucent, highly dense orange-amber substance with mingled metallic and crystalline characteristics. Despite the fact the blade is webbed with fracture lines, it is nearly indestructible and keenly sharp. Such daggers might be passed down along a single bloodline for millennia.

A Containment Shard Dagger functions as a **+2 keen, vorpal dagger.**

If wielded by a Lifespawn of either the Genesis or the Mother bloodlines, the Containment Shard Dagger functions as a **+3 keen, throwing, vorpal dagger** instead.

Destruction

If ever used to strike Artemis' armored body or the armor of any other creature evolved into a Lifespawn by her direct involvement, the dagger shatters, and its shards are absorbed into that creature's body. Doing so increases Artemis' (or the other Lifespawn's) current and maximum HP totals by +1d6.

GANDIVA MAGNETIC ACCELERATOR CANNON

Unique Major Artifact

Aura strong divination **CL** 21st

Slot weapon **Weight** 40 lbs (nullified)

Named for the infallible bow created and first wielded by the supreme Hindu god, Brahma, the Gandiva Magnetic Accelerator Cannon is a nearly unstoppable war-machine dating back to a prior iteration of the universe. The Gandiva is a strange weapon, which floats in space like an exploded diagram of a futuristic rail cannon, which functions as adroitly as if it were completely assembled. Intricately machined, infinitely complex golden panels and rich opal and cerulean internal components spark with silvery-blue energy. The Gandiva always floats a few feet away from its wielder, never touching the earth of this current Universal Iteration.

The Gandiva Magnetic Accelerator Cannon is a **+6 Lifespawn-bane sniper railgun of infinite ammunition and distance.** Up to three times per day, the wielder can replace an attack roll made with the weapon with the following die results, as if he or she had rolled them on D20: a natural 20, a natural 15 or a natural 10. The user may only apply each individual result once per day, and may choose to use this ability after the die roll is rolled, but before the results are revealed.

In addition, the Gandiva functions identically to a *immovable rod*, and always hovers within arm's length of the wielder, unless commanded to remain in place. The Gandiva gains a Flight speed equal to the wielder's movement speeds, and can hover.

Special: Only creatures with the Lifespawn subtype can fire the Gandiva.

Destruction

The Gandiva Magnetic Accelerator Cannon can only be permanently destroyed in the event horizon of a black hole, possibly while simultaneously being 'unzipped' by a high-grade nano-disassembler.

GEARBLADE OF SOVEREIGNTY

Rare Major Artifact

Aura overwhelming transmutation **CL** 28th

Slot weapon **Weight** 30 lbs

This enormous ceremonial greatsword has a blade more than three meters long, and a haft that adds another meter and a half to the already impressive size. The blade is a multilayered somewhat Deco sculpture of stacked alien alloys, the razor-sharp core of which resembles electrum. The cross guard is a heavy round drum of similar complexity. When the weapon is wielded, it splits apart on concealed seams, unsheathing thin planes of azure and cerulean energy.

A Gearblade of Sovereignty can only be wielded by a creature that attunes to it. Only a Battlechanger of a lawful good alignment can attune to the blade. Attunement requires the wielder to kneel in meditation in physical contact with the Gearblade for at least 24 hours. Once attuned, the Gearblade remains attuned until the Battlechanger is slain, willingly relinquishes attunement, or ceases to be either lawful or good.

A Gearblade of Sovereignty functions as a **+4 courageous, defending, guardian flaming burst great sword.** The Gearblade shifts size to accommodate any Battlechanger wielder that attunes to it.

Once per week, the attuned wielder can cast *contact other plane,* as if contacting an Outer Plane demigod, to commune with spirits of fallen Freegear leaders contained within the blade.

Once transfigured, the attuned wielder is generally larger, more powerful and regal, with more advanced systems. While the weapon is attuned to a Battlechanger, the Battlechanger benefits from the Powerful Build racial trait and gains a +4 enhancement bonus to their STR, CON and WIS scores. The Gearblade's attuned wielder gains *Base Trailer* and *Circuit Chalice* as racial bonus feats. If the Battlechanger lacks a vehicular alt-mode suitable for the Base Trailer feat, they gain an additional alt-mode of their choice that meets the prerequisites. These benefits are lost if attunement ends.

If an attuned wielder is slain while in contact with the Gearblade of Sovereignty, the wielder's soul enters into the blade as if by *trap the soul.* An attuned wielder is always considered to be willing to accept this effect and gains no saving throw against it.

Destruction

A Gearblade of Sovereignty can only be smelted in a foundry that is also smelting the remains of a Freegear hero of at least 18th level. Destroying the blade in this way frees all the trapped souls within. Freegear might ceremonially retire the weapon of a beloved comrade in this manner, while Tyrakrons might perform a dark cremation to remove a powerful weapon for good from the cosmos.

MACE OF THE BLACK PHARAOH

Unique Minor Artifact

Aura strong transmutation **CL** 25th

Slot weapon **Weight** 8 lbs

This artifact dates back to Nyarlahotep's reign, and like the Black Pharaoh himself, it has been erased from history. This mace is carved from mystical obsidian and gilded with intricate golden hieroglyphs and filigree. These complex images surround an icon like a winged sun whose rays turn inward, symbolizing cosmic, endless darkness.

The Mace of the Black Pharaoh is a **+4 axiomatic, unholy heavy mace.** While wielding the Mace of the Black Pharaoh, the character can change their form in the same manner provided by ***Morphic Board Shorts***. However, when the effect's duration ends, the wearer must succeed at a base DC 20 FORT Save or their altered form becomes permanent. Each time the wielder confirms a critical hit while transformed, the FORT Save DC increases by +1. Additionally, the FORT Save DC increases by +2 if the wielder either worships Nyarlahotep as a patron deity or if the wielder has the cyborg subtype.

Destruction

The Mace of the Black Pharaoh will shatter explosively if it is used to strike Nyarlahotep himself, and the wielder rolls a natural one on the attack roll.

META HAND

Common Minor Artifact

Aura strong **CL** 20th

Slot weapon **Weight** 20 lbs

This goliath powered gauntlet pulses with emerald power, and the elongated, massive fingers of the gauntlet are green fire beyond the relatively small, metallic sheathes that actually protect the wearer's fingers.

When first discovered, a Meta Hand is curled tightly around itself, resembling a sphere of roiling green plasma wrapped around a sculpted spherical lattice of hard tech alloy. It requires a DC 28 WILL Save, made while touching the Meta Hand to attune the weapon to a new wielder. Failure results in the potential wielder being confused for 1d6 minutes and suffering 4d6 points of Force damage (WILL DC 20 half). Once attuned, the Meta Hand remains so until the wielder is slain, or remains out of contact with the device for longer than 24 hours.

The Meta Hand functions as a **+4 ghost touch, guardian power cestus.**

While wearing the Meta Hand, the wearer can use *black tentacles, force punch, solid note, telekinesis,* or *telekinetic sphere,* at will. All spell effects created by the Meta Hand have a luminous green glow as their visible manifestation, rather than the normal visual effects associated with the spell. While wearing the Meta Weapon, the wielder is surrounded by a bright green aura that functions as the Space Suit property. This aura sheds bright illumination in a 30 ft radius, which cannot be suppressed.

Destruction

The Meta Hand might be destroyed if a potential wielder rolls a natural 1 on their WILL Save to attune to the device and is slain by the resulting psychic feedback.

THE POLESTAR

Unique Minor Artifact

Aura overwhelming (all schools) **CL** 20th

Slot weapon **Price** gp (DC) **Weight** 21 lbs

A powerful Shahteyan artifact, possibly a relic of an ancient galactic empire predating the Psyren, the Polestar is a massive golden staff more than four meters long. A complex crown uses cunningly geared and jointed golden crescents to hold a baseball sized, perfectly spherical *turra-ruby* immobile and level no matter at what angle the staff is held. The alien gem blazes with intense internal light, and the entire staff is warm to the touch and leaks trace amounts of radiation.

At its most basic, the Polestar functions like an **immovable rod,** and *Shahteyan Particle Katana* are made in imitation of this legendary artifact. The Polestar provides a +10 holy bonus on Acrobatics and Perform (dance) checks made in conjunction with it. Despite its bulk and weight, it does not impede an acrobat if carried, and can be used as a vaulting pole as well as a stripper's pole.

The Polestar can also be used as a **+4 Dancing Glorious Quarterstaff.**

The wielder can use any of the following spells, once each, per day, while wielding the Polestar.

- Cure Critical Wounds, Mass
- Daylight
- Shahteyan Puberty, Mass*
- Stunning Orgasm*
- Pleasure Trap

Finally, while wielding the Polestar, a worshipper of Shahteya adds either her DEX or CHA modifiers (whichever is greater) as an insight bonus on Knowledge (religion) and Knowledge (history) checks.

Destruction

Supposedly, anyone who's a big enough son of a bitch to use the Polestar to murder and sexually violate the daughter of a Shahteyan priestess can melt the Polestar down to its component alloys after that. Of course, anybody who does that is going to have every Shahteyan (and every decent critter) in the galaxy after his ass….

SKYBRINGER

Unique Minor Artifact

Aura overwhelming evocation **CL** 25th

Slot armor **Weight** 18 lbs

The literal translation of this ancient blade's name is something like 'deathbringer from the sky' but *Skybringer* works just as well. Skybringer is a weighty, two meter long great sword forged of grey metal and translucent golden diamond. Midway down the great blade, the cutting edge swells into a clock-like roundel, where sharp ruby energies crackle within the glass.

Skybringer is a **+5 Lifespawn-bane, defending, keen greatsword.** The wielder adds the target's Lifecount to critical confirmation rolls with the Skybringer. On a confirmed critical hit, Skybringer's target is outlined with a pulsing, ruby-red aura which functions as *faerie fire* for 10 rounds. At any time before these ten rounds elapse, Skybringer's wielder can flourish the weapon as a standard action to cast *kinetic kill weapon* against the target. Doing so ends the *faerie fire* effect.

Destruction

Skybringer dates to the First Iteration, and has been believed destroyed a hundred thousand times and more. Perhaps the only way to destroy it is to catch the famed weapon in the blast radius of its own orbital bombardment, and even this will only remove the sword from history for a few short centuries.

STAFF OF TACTICAL FLEXIBILITY

Rare Minor Artifact
Aura overwhelming universal **CL** 25th
Slot weapon **Weight** 6 lbs
This gold-shod scholar's staff is a masterpiece of occult engineering. The head of the staff is a half moon crescent whose horns point towards the sky. One horn is crowned with a ruby, the opposite horn, a masterfully cut sapphire. Both gems glow with internal, mythic power.

The Staff of Tactical Flexibility functions as a **+4 anarchic quarterstaff**. The weapon bestows Combat Casting upon the wielder as a bonus feat. As a standard action, the wielder can attempt a Spellcraft check to cast an arcane spell of 5th level or lower from the staff. The Spellcraft Check DC is equal to 15 + twice the level of the cast spell.

The Staff of Tactical Flexibility can cast virtually any spell the wielder desires, subject to the following limitations. The wielder cannot cast the same spell twice within one 72 hour period, and if the desired spell is of the same school as the last spell cast from the Staff, increase the Spellcraft DC by +5.

When a spell is cast from the Staff of Tactical Flexibility, the wielder suffers damage equal to 1d10 + twice the spell's level. This damage cannot be prevented in any way, and appears as cuts and stigmata which appear on the wielder's body when the spell is cast.

Destruction

A Staff of Tactical Flexibility can only be destroyed in an area beneath a permanent *anti-magic field*. There, the metal of the staff can be melted down to its basic components.

STAR EDGE

Uncommon Minor Artifact
Aura overwhelming evocation **CL** 25th
Slot weapon **Weight** 18 lbs
This heavy greatsword has the dramatically swooping edge of a falchion or kopesh. The blade, hilt and cross-guard are all dense grayish-silver alloy with an oily sheen. The cutting edge of the weapon is a separate, inset splinter of jagged purple-pink *Yahn crystal*. This alien gemstone is incredibly hard, nearly indestructible, and glows with strange internal fires that allow the gem to warp space/time.

The Star Edge is functions as a **+6 anchoring, phase-locking psycho-cutter.** The weapon's psycho-cutter special functions can be used at will. These effects are considered a 10th level (epic) spell, and are all cast at the weapon's CL 25th.

While wielding the Star Edge, the character is considered to be wearing armor with the Space Suit property, as the Star Edge generates a short range, life supporting aura resembling purple-pink mist.

Destruction

Destroying a Star Edge requires the clever use of a dimensional rift or space-time anomaly. Only crushing the weapon in the collapsing event horizon of a black hole or in a broken pocket-reality will truly destroy it.

CONSUMABLE ARTIFACTS

(Cn) indicates a Consumable item

BLACK OIL AMPHORA (CN)

Common Minor Artifact
Aura strong transmutation **CL** 21st
Slot none **Weight** 2 lbs
Often found in ancient, pre-Psyren ruins, these long, elegant vases are made of a grayish-green ceramic material. Inside is a viscous black gelatin that shimmers wetly in the light and tingles where it touches the skin.

Anyone drinking the contents of the amphora is permanently mutated. The character must succeed at a DC 21 FORT Save or suffer 1d6 points of permanent WIS drain and have their alignment shift one step towards lawful neutral. Success indicates the character only suffers 1 point of permanent WIS drain. The character gains a randomly chosen natural ability from the *Beast Shape III* list. The mutation is obvious, as the body is dramatically changed and deformed by the change.

Destruction

The black oil can be poured out or boiled away to destroy it, but is considered a dangerous pathogen on most worlds, and must be disposed of in accordance with local environmental regs concerning dangerous xeno-tech.

THE BUTTON UNDER THE FINGER (CN)

Uncommon Minor Artifact

Aura overwhelming evocation **CL** 23rd

Slot none **Weight** negligible

One or more "Buttons Under the Finger" are spontaneously generated when an alternate Earth is destroyed by a thermonuclear apocalypse, drifting out of phase with their radiation scorched reality and disappearing into the infinite Multiverse. Such buttons occasionally wash up like flotsam and jetsam on the dimensional shores of the Psi-Watch reality.

A Button Under the Finger resembles an ordinary cheap, commercial pin. They are often emblazoned with innocuous or incongruous designs, the ad copy of some business that died with its Earth, or old political slogans. Most of the designs date to the 1980s, reflecting realities where the Cold War ended in holocaust rather than détente. Some Buttons are campaign give-aways, always announcing the candidacy of hardliner 70s and 80s Republicans, while others might be as random as a simple smiley face or some cheesy fastfood mascot's laughing face.

The Button Under the Finger is a suicide weapon. Activating the Button unleashes a *nuclear impact* spell, centered upon the user. To activate the button, the user must drive the pin through their fingertip. This inflicts 1d3 points of piercing damage as a standard action; 10 points of damage must be inflicted upon the user within a 5 round span to activate the Button.

Destruction

The Button can only be destroyed permanently upon its activation. Otherwise, no matter how thoroughly the Button is destroyed (which is fairly easy to do by mundane means), the Button reappears, undamaged, among the previous owners possessions within 24 hours.

CHAOS FUEL (CN)

Common Minor Artifact

Aura overwhelming transmutation **CL** 21st

Slot none **Weight** 1 lb (vial)

Where especially powerful Primitive Battlechangers fall, their bio-fuels and fluids sometimes taint the site. When a Battlechanger with a Primitive alt-mode and at least 20 HD dies in combat, there is a 20% chance that their body leaks fluids which function as Chaos Fuel. Increase the percentage chance by 1% per additional HD beyond 20. Add +10% if the fallen Battlechanger is of *chaotic* alignment and a further 10% if the death site is a high-tech, fully mechanized or Technysian environment.

If a Battlechanger drinks a vial of Chaos Fuel, or bathes in water or other liquids tainted by the Chaos Fuel, the Battlechanger undergoes a dangerous transformation. If the Battlechanger succeeds at a DC 22 FORT Save, it gains a new Primitive alt-mode of a type determined by the gamemaster, in addition to existing alt-modes. If this saving throw is a failure, the Battlechanger loses any existing, non-Primitive alt-mode and these are replaced by an equal number of new Primitive alt-modes. The transformed Battlechanger must succeed at a second DC 22 WILL Save or find their alignment shifting one step closer towards *chaotic neutral.*

Destruction

Chaos Fuel is difficult to destroy by conventional means; burning it or boiling the liquid away merely transfigures it into an airborne vapor which functions much like *fog cloud* and remains in place for 2d6 hours or until blown away or otherwise dissipated. Creatures breathing the vapors are at the same risk of transformation as those drinking or bathing in the liquid.

ETERNITY CHIP (CN)

Common Minor Artifact

Aura strong conjuration **CL** 20th

Slot none **Weight** negligible

Eternity Chips have been found in Second Iteration ruins across hundreds of worlds, and a salvage crew can get rich trading in these ancient artifacts. In its inactive state, the Eternity Chip is a sharp flake of glossy black crystal about the size of a man's thumbnail. To function, the Eternity Chip is pressed to living flesh either at the wrist, heel, or the flesh of the abdomen or buttocks. The Eternity Chip fuses with the flesh, forming a rough spiral mark on the skin, like a tattoo painted with slightly raised shards of black ice.

A character who bonds with the Eternity Chip immediately ceases aging, and has no maximum age. The character also becomes immune to any effect that would cause aging. Over the next 3d6 days, the Eternity Chip returns the creature's physical appearance and statistics to what they were during the Adult phase of its life cycle. Only a creature in the Adult age category or older can successfully bond with an Eternity Chip. Once bonded, an Eternity Chip cannot be removed.

Destruction

An unbound Eternity Chip can easily be crushed underfoot. If a bonded host is slain, the Eternity Chip within their flesh dies with them.

EVOLUTION'S ROSE (CN)

Common Minor Artifact
Aura strong transmutation **CL** 18th
Slot none **Weight** negligible
Evolution's Rose is a delicate flower that only grows in Earth-like worlds under specific, difficult to replicate, conditions. The flower takes the form of a short bush overgrown with hooked blue thorns, easily identifiable thanks to its four-lobed, pale blue leaves.

The flowers themselves are an brilliant pinkish-orange and seem to glow with an inner light against the cold shades of the leaves.

Evolutionary Rose plants are found scattered throughout the known galaxy, but are considered dangerous bio-hazards by most species. The ***Stonecutter Mercantile Sphere*** bans importation and destroys Evolutionary Rose bushes when discovered. The origin of the species are unknown, but the flower predates the evolution of homo sapiens by several million years; there is evidence that *homo habilis* evolved into *sapiens* after a crop of the strange flowers were discovered in prehistoric Central Africa. Both the thorns and the roses themselves are coated in a deadly toxin.

Destruction

Evolution's Rose can be destroyed as easily as the bloom of any other plant. However, its scent is dangerously tempting for humans. Humans must succeed at a WILL Save (DC 20 + 1 per round spent within 30 ft of the flower) each round they remain in proximity to the flower, or attempt to consume the deadly flowers. Suppressing the scent or wearing breathing gear prevents exposure to the plant's deadly scent.

EVOLUTIONARY ROSE TOXIN

Type: injury or ingested poison
Save: FORT DC 15*
Frequency: 1/round for 10 rounds
Initial Effect: Unconsciousness 3d6 hours
Secondary Effect: 1d4-1 CON
Cure: 1 save*
Special: Humanoids with the human subtype make the FORT Save above; non-humans must succeed at a DC 20 FORT Save and make 2 saves for a cure. Humans in either the Middle Age age category receive a +4 bonus on their FORT Save to survive exposure to the toxin.

A humanoid creature with the human subtype who eats one of the budding flowers and succeeds at their FORT Save undergoes a painful transformation. This transformation lasts 1d4 hours;

the human is considered *helpless* during this time. When the transformation ends, the human undergoes the following changes, gaining the Evolutionary Guardian Template.

Random Kaosite Effects (D20) **Templates mentioned are found in Green Ronin Publishing's Advanced Bestiary.** **Roll a farther D6 if a choice of template is indicated.**	
1 The creature's alignment shifts as dramatically as possible. N creatures become a random, extreme alignment.	11 Creature gains the Swamp Creature template.
2 The creature loses their original race and becomes an Anthro. Recreate the character.	12 Creature gains the Half Dragon template (PFRPG).
3 Creature gains the Acid Creature (odd) or Cold Creature (even) template.	13 Roll twice, taking both results. Ignore this or a similar result.
4 Creature gains the Fire Creature (odd) or Lawbound (even) template	14 The creature gains a +3 inherent bonus to a randomly determined ability score.
5 Creature gains the Crystal Creature (odd) or Fortune Blessed (even) template	15 The creature gains 1d6+1 Combat feats of choice as racial bonus feats.
6 The creature loses their original race and becomes any one of the following races: Elf (1,2), Dwarf (3,4), Halfling (5) or Tiefling (6). Recreate the character.	16 The creature loses their original race and becomes any one of the following races: Shiftsteel Symbiont (1,2), Boxer (3), Anvil (4) or MPH (5,6). Recreate the character.
7 The creature gains the Alacritous Creature template.	17 The creature gains a +8 natural armor bonus to AC.
8 Completely rebuild the character, choosing new class choices and feats, with the intent of making the new character racially different from the old.	18 The creature gains a Flight Speed equal to 4x their base land speed, with perfect maneuverability and the Hover feat.
9 The character gains 3d6 bonus skill ranks, and treats all skills as class skills from this point forward.	19 The creature gains 1d6+1 Psionic feats of choice as racial bonus feats.
10 The creature's ethnicity, gender and other cosmetic traits change, but no other changes occur.	20 Roll 1d6 times, taking all results. Ignore this or a similar result.

INTEGRAL BLOSSOM (CN)

Uncommon Minor Artifact

Aura overwhelming transmutation

CL 21st

Slot none

Weight 1 lb

Resembling a diaphanous five pointed blossom of silvery-pink petals carved from heat and light, Integral Blossoms are fragments of a prior Iteration of the universe. Toughing the Integral Blossom and pressing it to bare skin transfers the stored energy of the Blossom to a creature of the current universe. Integral Blossoms are often found drifting through in the innermost orbit of ancient red super-giant stars, in vast clouds that stretch for several AU.

By touching the Integral Blossom as a full round action, a creature gains a +1d6 inherent bonus to a randomly chosen ability score. The energy discharge is accomplished by several seconds of vivid, déjà vu memories of significant life events best connected to that ability score: a first love affair for CHA, a first victory in battle for STR, a memory of the first book ever read for INT, and so on.

Destruction

Integral Blossoms explode spectacularly inflicting 12d6 fire to a 25 ft radius (REF DC 16 half) if they touch metal, plastic or most advanced polymers. This makes harvesting Integral Blossoms hazardous in the extreme for most spacers.

KAOSITE (FLAWED, GASEOUS OR TRUE) (CN)

Common Minor Artifact

Aura overwhelming transmutation **CL** 24th

Slot none **Weight** 5-10 lbs per deposit

Kaosite is an xeno-crystal with unique, mutagenic properties. The crystal is a beautiful crimson spindle, lit by luminous, gold and amber inclusions. In the case of flawed Kaosite, the glow is dim and sporadic, like a dying bulb flickering its last. True Kaosite has an intense luminescence.

Exposure to Kaosite profoundly changes the creature exposed. Any creature who merely comes within 30 ft of flawed or true Kaosite is exposed, unless they are protected from radiation in some manner. Gaseous Kaosite is a lighter-than-air gas which expands to fill an area 3d6 x10 ft in diameter once its container is breached. It functions as both radioactivity and as an inhalation poison (F-DC 22 negates).

In either case, upon first ‘flashing’ and changing a creature or creature within the area of exposure, Kaosite becomes chemically inert.

Creatures exposed to Kaosite change in unpredictable and often dangerous ways, but usually gain strange and unique powers in the process. Roll D20 to see which change affects the character. In the case of multiple creatures exposed to Kaosite simultaneously, each rolls separately.

Duration of Change

In the case of flawed Kaosite, the change lasts only 6d6 hours before the changed creature reverts to normal. If exposed to another source of Kaosite while transformed, the first transformation immediately ends. In the case of true or gaseous Kaosite, the change is permanent, and can only be removed by powerful effects such as *wish* or *miracle*.

Destruction

Kaosite crystals can be pulverized, but the dust functions as *Gaseous Kaosite* unless properly disposed of. Kaosite crystals have Hardness 10 and 40 Hit Points. Gaseous Kaosite can be incinerated at extremely high temperatures, or becomes inert when exposed to intense radioactivity.

MACHINE SOUL EMERALD (CN)

Common Minor Artifact
Aura strong transmutation **CL** 18th
Slot head **Weight** negligible

This tiny sliver of emerald-like stone is laser-cut into a precise spindle and glows with a vibrant green internal light. When the Machine Soul Emerald is placed on the forehead of any Construct or creature with the following subtypes (*android, Battlechanger, cyborg, mecha, POETICA* or *robot*) who has an INT score of at least 3, it permanently bonds to the creature. The gem permanently occupies the head magic item slot, and cannot be removed from the creature.

The creature gains a +4 inherent bonus to its INT and WIS scores and a +1 inherent bonus to its CHA score. The creature gains Telepathy 500 ft, but only with creatures that have one of the above subtypes.

The creature can cast *make whole* or *repair construct* once per day.

Destruction

Upon the host creature’s destruction, the Machine Soul Emerald is also lost, though if the creature is returned to life by any means within 24 hours, the Machine Soul Emerald is regained. The Machine Soul Emerald cannot be otherwise targeted apart from the host’s body.

NEMESIS ROOT (CN)

Common Minor Artifact
Aura strong transmutation **CL** 15th
Slot none **Weight** 1-2 lbs per plant

“Nemesis Root” is an umbrella term for a variety of potato-like plants common throughout the galaxy. Low clumps of apple-green leaves splashed with interlocking yellow rings protrude from the earth, concealing a tangle of fat, starchy roots beneath. Nemesis Root can grow virtually anywhere, thriving in the harshest conditions. These plants serve as a staple on myriad worlds, and are a major reason for the ecological success of Nemesis Lifespawn.

A Nemesis Root that is eaten raw or simply boiled within 12 hours of harvest has a flat 25% chance of granting the creature eating it the Awakened Heritage (Nemesis) feat as a bonus feat. If the transformation occurs, the creature must succeed at a DC 15 FORT Save or become *nauseated* for 3d6 hours as their biology resets; success reduces this to 1 hour of the *sickened* condition. Eating additional Nemesis Roots have no effect on creatures that already have the Lifespawn subtype.

Destruction

Nemesis Root is no more durable than any other plant matter. Uncontrolled burning has a chance of spreading Nemesis xeno-infection, so the plant’s destruction is closely regulated under galactic law.

ORBITAL PERFUME (CN)

Common Minor Artifact
Aura overwhelming conjuration **CL** 21st
Slot none **Weight** 1 lb (vial)

Orbital Perfume is the processed, distilled essence of asteroidal dust from the ring systems of several Inner Necklace worlds. Breathing these vapors works a profound change on humanoid neurology, granting an almost psionic instinct for astronavigation and space piloting. Prepared doses of this potent, Lifechained narcotic can sell for millions.

For one month after using a dose of Orbital Perfume, the character gains a +5 competence bonus on all Fly and Pilot checks, as well as Knowledge (physical sciences) checks made to plot a course through hyperspace. If an additional dose is taken prior to the effects wearing off, the Perfume’s duration can be extended almost indefinitely. If taken regularly for at least six months, the user gains the ability to cast *interplanetary teleportation* once per day as a spell-like ability at caster level 21st.

While under the effects of Orbital Perfume, the pupils of the user’s eyes glow with silvery radiance. During this time, the creature is considered to have the Lifespawn subtype. They either gain Lifecount 1, or increase their existing Lifecount by one.

Destruction

Orbital Perfume can only be destroyed by spraying the dust out into hard vacuum and zero gravity. If sprayed out (not consumed by the user) in a planetary atmosphere, the Orbital Perfume duplicates the effects of the *orbital sandstorm* spell.

SHARD OF A SINGULARITY (CN)

Rare Major Artifact
Aura overwhelming enchantment **CL** 35th
Slot none **Weight** none
The Shard of a Singularity is a jagged rift in reality that somewhat resembles a long, broken shard of mirror-glass. Even though a Shard of a Singularity can be touched, carried, and felt (and can even cut flesh as if it were truly glass) it has absolutely no mass, and no physical presence. It is completely undetectable by machines and high tech sensors, and is invisible to all senses save the direct experiences of a living being. (It can be perceived by the artificial eyes of a cyborg or self-aware AI, it should be noted, as well as by similar artificial senses linked to a living consciousness.)

The Shard of a Singularity can be used in one of two ways.

Altruistically

If used altruistically, it acts as *technological singularity*, affecting the species of the creature who wields it.

Selfishly

If used selfishly, it provides the user with a +8 inherent bonus to his or her INT score. All bonus skill ranks from this intelligence increase must be placed in Computer Use, Craft, Disable Device or Linguistics, and these skills become class skills for the character. The character gains Skill Focus in his three highest ranked Craft skills.

Destruction

A Shard of the Singularity cannot be destroyed, or even meaningfully interacted with in any way beyond the choice to unleash its power either selfishly or altruistically.

STARSHIP SEED (CN)

Uncommon Minor Artifact
Aura strong conjuration **CL** 20th
Slot none **Weight** 6-8 lbs per seed
Starship Seeds are hotly contested, highly sought after natural resources, and many of the galaxy's Ship Forests have been clearcut as a result. Immature Starship Seeds are rough, knobby red and yellow fruit about the size and weight of a big pineapple.

When planted several feet deep in fertile soil, the Starship Seed slowly grows into a functioning bio-tech starship. This starship is bio-tech nightmare of gnarled, radiation proof bark and airtight cellulose, more than capable of surviving the rigors of space and synthesizing starlight and cosmic radiation to produce energy and atmosphere.

D20 Future Starship Rules

Select any medium-weight starship available of up to size Colossal in the campaign; the Starship Seed has similar capabilities, despite its organic, grown appearance. The Starship Seed can duplicate up to PL 7 technology, if those technology groupings are used in your campaign.

It requires one day per 10,000 gp of the starship's purchase price for the Starship Seed to grow into a viable vessel.

Starfinder Roleplaying Game Starship Rules

Each starship seed produces a starship with the ***Ygrassydil Wood*** template (*Warp Speed*) as a free modifier. Roll 1d6+2 to determine the Tier of the resulting starship grown from the seed. It requires one day per point of the starship's Tier to grow into a viable vessel.

Whichever ruleset you use, during the growth process, the grower must succeed at 2d6 DC 20 Survival checks. Failure on more than half these checks means the seed dies and no starship is produced. Failure of less than half the checks means the grown starships lacks several auxiliary features common to the base starship, such as weapons, comms systems or tractor beams, as chosen by the game master. The grower can substitute a Profession (farmer) or similar check at no penalty.

Destruction

Can it destroy a pineapple or a watermelon? Than it can destroy a Starship Seed the same way.

STEPPING STONE (CN)

Uncommon Major Artifact
Aura overwhelming conjuration **CL** 30th
Slot none **Weight** 60 lbs
A Stepping Stone is a gleaming gold and onyx polyhedron with 68 facets, just small enough to be held in a strong man's outstretched hands. Relics of ancient alien empires, a single Stepping Stone can totally transform a planet's culture and technological infrastructure.

The Stepping Stone can only be activated on a world with an existing high-tech infrastructure, including power networks and some form of planet-wide communication network. The Stepping Stone inserts itself seamlessly into existing infrastructure. Activating the Stepping Stone requires 2d6 successful DC 35 Computer Use and Knowledge (physical sciences) checks each made over the course of at least 24 hours. Failure on any of the checks prevents activation for at least 48 hours.

If all checks are successful, the Stepping Stone activates, and conjures a planet-wide *stepping booth network* which seamlessly integrates with existing technology and architecture. Multiple stepping booth facilities appear in any city with a population of at least one million, and every settlement with a population of at least 20,000 gains its own stepping booth facility. Controls and operating protocol are in the language of, and follow the conventions of, the region's dominant culture.

Destruction

A Stepping Stone can only be destroyed if the device is teleported via an existing stepping booth network, however the attempt to teleport the Stepping Stone causes a multi-megaton atomic detonation at both the departure and arrival sites. These explosions inflict 100d6 points of energy damage (not subject to resistance or immunity) to everything within a 10 kilometer radius and render these areas intensely radioactive for 3d6 months.

TIME GEM (CN)

Uncommon Minor Artifact
Aura overwhelming conjuration **CL** 25th
Slot none **Weight** negligible
Time Gems are naturally occurring star-minerals resembling grape-sized diamonds with an unearthly inner radiance. Time Gems respond to sentient thoughts, and when grasped in hand, they allow a sentient creature to teleport through space-time, almost without limits. Some Time Gems are worked into jewelry, which does not impair their functionality in the least, but others are raw, uncut gemstones. Rich deposits of several dozen individual Time Gems can occasionally be found near deposits of other xeno-minerals, such as *Fuelon* or *Yahn*.

A Time Gem functions as a single-use Aeon Span Time Drive which affects the wielder and any creature in direct physical contact with the wielder. Once used to travel time, the Time Gem disintegrates in a flash of white light.

Destruction

Time Gems have Hardness 15 and 25 Hit Points, and can be destroyed by purely physical force. However, a destroyed Time Gem explodes in a low-yield nuclear detonation that inflicts 10d10 points of untyped energy damage to everything within a 30 ft radius (REF DC 15 half). This energy is not subject to resistance or immunity, and anything destroyed by the damage is disintegrated completely.

WATER OF TRANSFIGURATION (CN)

Common Minor Artifact
Aura overwhelming transmutation **CL** 18th
Slot none **Weight** 2 lbs (vial)
Worlds where buried Technysian arms caches lurk undiscovered sometimes produce naturally occurring springs of this seemingly physics-defying water. Waters of Transfiguration can be found in isolated springs and remote subterranean lakes and rivers. Bathing in a naturally occurring spring has the same effect as drinking a vial of the strange, effervescent water.

It requires a DC 22 Knowledge (arcana) check to successfully bottle Water of Transfiguration and retain its magical property. Any humanoid or monstrous humanoid who drinks Water of Transfiguration physically transforms into a Battlechanger for 4d6 hours. During this time, the creature's original racial traits are lost. The resulting Battlechanger is always Huge in their robot mode, and gains a vehicular alt-mode, the type and style of which reflects the creature's personality, skills and profession.

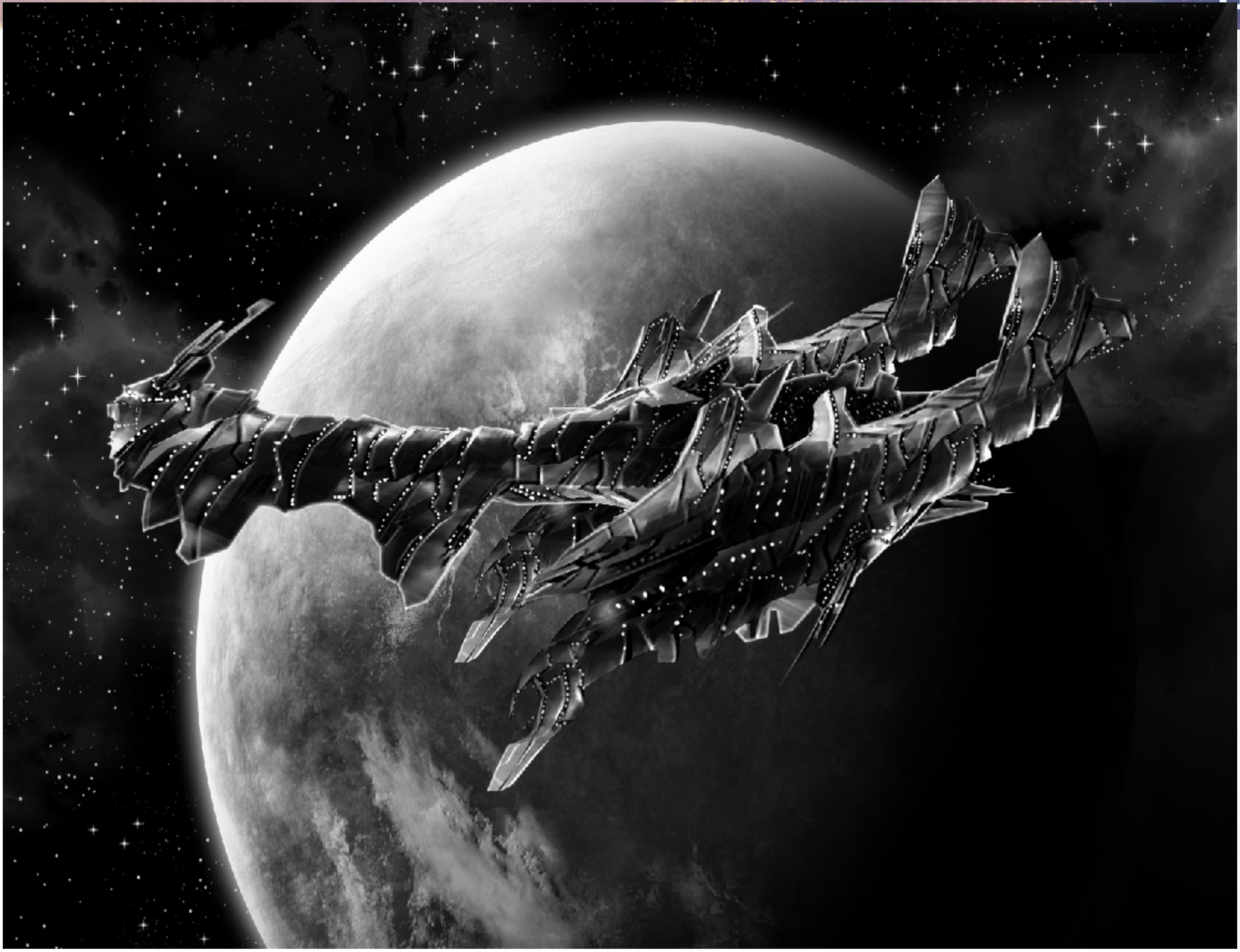
Conversely, if drunk or consumed by a Battlechanger, that creature becomes a humanoid or monstrous humanoid of the type most common to the region for a similar period. During this time, their original racial traits are lost, and they gain the abilities of a member of the emulated species.

Destruction

Water of Transfiguration can simply be poured out to destroy it. However, if poured out in a natural setting, a 5-10 ft radius around the spot where it is poured permanently becomes bio-mechanical: techno-forming the world on a miniscule scale.

WORLD MAKER (CN)

Common Major Artifact
Aura overwhelming transmutation **CL** incalculable
Slot none **Weight** 500 lbs
Several World Maker torpedoes are rumored to exist, ancient relics of some lost super-culture. Each World Maker is a bullet-shaped projectile taller than a man and weighing about 500 lbs. World Makers are forged from some ultra-durable golden alloy, their surface cut with complex geometric patterns, which form spires and canyons on the projectile's surface. The World Maker's patterns and component arrangement seems to change slowly as you watch, and the device's inner mechanisms define



categorization.

When fired from a starship's torpedo tube and targeting a planet, asteroid or moon, at least 50 miles in diameter, the World Maker radically reconfigures the planet. A tidal wave of energy sweeps across the planet's surface, utterly destroying anyone or anything it comes into contact with. It requires less than a minute for the energy wave to sweep the target planet, scouring it down to magma and molten rock.

Over the next hour, the target planet changes mass, ending as a world about 25% greater mass than Earth's, a nitrogen/oxygen atmosphere and 1 to 1.25 G gravity. Temperature and climate are roughly Earth-like, though may vary slightly due to the world's distance from its star. Plant life develops from single-celled organisms and algae to old growth forests and jungle over the course of another hour. Native animal species evolve over the course of the world's first day. By the time 48 hours has elapsed, a stable ecosystem has evolved.

Destruction

Firing the World Maker into a main-sequence yellow or orange star will destroy it, though doing so will cause dangerous radiation storms, solar flares and EMP bursts for months. Firing the World Maker into a larger, hotter star or other stellar phenomena, such as a singularity, will likely destroy the World Maker with minimal cosmic upheaval. Firing the World Maker into a smaller or cooler star will only initiate the maker-reaction; transforming the star into a 'rogue' planet.

ARTIFACT WONDROUS ITEMS

THE ARCHIMEDES

Unique Major Artifact
Aura overwhelming transmutation **CL** 30th
Slot none **Price** xx gp (DC) **Weight** several million tons-ultra heavy capitol ship

The Archimedes is a massive and truly ancient starship, a rough crescent of dull hull-metal with the mass of a small moon. Probably of pre-Diaspora Shipper manufacture, the Archimedes is engineered with technology all but unknown in modern times, technology that is difficult to analyze or understand and all but impossible to reverse engineer. The Archimedes is known for its gravity warping tow system and nearly limitless-capacity power plant, that allows the vessel to drag even planetary masses into new orbits.

Personality and Attributes

The Archimedes is controlled by a ship-master AI, a stern and serious intelligence that accepts address simply as "Ship". Ship is a taciturn LN overseer, concerned only with the smooth functioning of the starship that is his body and the efficient towing of worlds. Ship will only ever initiate a contest of wills if the vessel itself is in danger, or if a badly planned tow would result in the unplanned destruction of inhabited worlds. However, Ship lacks moral compunctions, and if a planet-tow is intended to place an inhabited world in unstable and terminal orbit, Ship will assist. The AI does not object to being used as a weapon, but refuses to be the cause of a stellar accident, as a point of professional pride. Sometimes, the vessel will override the captain's wishes and place a towed world into a safe, but unexpected new orbit, or refuse a planet-tow entirely.

Ship has no great love for any organic species, but does have a grudging, almost paternal regard for Shippers. However, the AI is continually disappointed with what the modern Shipper species has become, and spares no feelings in telling modern Shippers so.

If the Ship wins a struggle for dominance, it attempts to force the crew into life pods and eject them near a settled system, before warping out to an unknown location and going into dormancy while awaiting discovery by a new crew. If not possible to eject the crew safely, the Ship will vent large areas of itself to space, spacing any crew it is in direct conflict with.

It normally requires a duty section numbering in the millions to pilot the Archimedes, but with Ship's assistance, the vessel can run at near full efficiency with a skeleton crew of 5,000 – 10,000 skilled spacers. The vessel can operate, at a basic level (ie: no combat maneuvering or independent targeting) with a single captain, assuming Ship assists as needed.

The Ship has an INT 20 WIS 20 and CHA 10. Ship has an Ego score of 30.

Senses

The Archimedes has all the sensors that would be expected of a starship of its size, including a suite of galaxy-range, FTL communication ansibles and multiple advanced sensors.

Every inch of the starship's interior is covered by infrared cameras and microphones: Ship is aware of all activities within itself. Crew and passengers can address the Ship AI from any point onboard, without the necessity of typing commands at a workstation and expect a response.

Planetary Mass	Tow System Shutdown Duration
Earth-like mass or less	Shutdown 1d4 days
Planet is up to 50x Earth's mass	Shutdown 1d4 weeks
Planet is 50-100x Earth's mass	Shutdown 2d6 months
Planet is Jupiter sized or larger	Shutdown 1d6 years

Abilities

The Archimedes is a capitol class starship with accommodation for a crew of several million. Vast internal spaces are dedicated to computer-managed farmland, hydroponics gardens and waste reclamation facilities to help feed a crew that size.

The vessel's cargo capacity is nearly incalculable. Some of the largest holds have internal volumes greater than that of some of the smaller Hawaiian Islands. Internal monorails, a ship-centric stepping booth network and vast pneumatic elevator systems allow for rapid internal transit.

The vessel's damage dealing capability is mostly average for a craft of its size: several hundred banks of particle beams and photon torpedoes spaced equidistantly around the hull. The vessel is capable of relatively slow FTL travel: it's travel times are roughly 40% as swift as the fastest starships in your campaign, due to its bulk and power requirements.

The Archimedes can use the *sculpt planetary orbit* spell to tow celestial bodies effectively at will. The Ship AI can provide a +20 competence bonus on Knowledge (physical sciences) checks to place a towed world into a stable new orbit. However, after a planet-tow, the gravity based tow engines shut down for a period of time based on the towed world's mass. Shutdown tow engines can be rebooted with a DC 50 Craft (starship) check, requiring at least a week of effort.

Destruction

The Archimedes is a durable, ancient vessel with a top flight self repair system. It is virtually impossible to destroy: even if a full stellar armada rained nukes down on it for hours, the damage might not finish the ancient vessel. Chances are, the Archimedes would simply warp out, find somewhere to perform orbital drydock on itself, and find its way back into history decades or centuries after the unsuccessful assault.

Perhaps the only way to permanently destroy the Archimedes would require steering the vessel directly into the heart of a sun or the depths of a black hole via a badly targeted FTL jump. Doing so would require either tricking the hyper-intelligent Ship AI into plotting a suicidal course, or perhaps more difficult, convincing the AI to willingly suicide.

BLEAKMOON ASTROLABE

Unique Major Artifact
Aura overwhelming transmutation **CL** 35th
Slot none **Weight** architectural fixture weighing more than 100 tons
The Bleakmoon Astrolabe is a massive device of nearly unimaginable complexity, which has granted dangerous levels of cosmic power to a succession of warlords clever enough to decipher its function and bold enough to size the power offered. The ***Bleakmoon Tyrant*** (*Horrors of the Lifechain Volume II*, Otherverse Games, 2017) is the most recent master of the device, using its power judiciously to carve out a vast and gradually expanding stellar empire for himself.

The Bleakmoon Astrolabe is a goliath chamber hewn from something like carved, vermillion bone. An enormous orrery of holographic suns and worlds, with the dying red supergiant that shines down upon the Bleakmoon itself at the center, floats in space at the center of the vast chamber. Beneath this illusory orrery, a complicated control panel resembling a strange, alien pipe organ offers control over the dark power the Bleakmoon Astrolabe offers.

The Bleakmoon Astrolabe must be attuned to a new master, which requires first a successful DC 25 Knowledge (physical sciences) check to move the holographic orrery into the correct position. Then, the new master must succeed at a DC 20+2d6 Perform (keyboards) check to play a strange, discordant song to the spheres and the dying red sun. Each check requires 1d4 hours. If both checks are successful, the creature becomes the device's new master. If the Astrolabe's current master is slain while transformed, the creature who dealt the deathblow can immediately choose to attune to the Astrolabe without the necessity of skill checks.

The new master suffers 20d8 points of unholy damage (WILL DC 30 half) at the moment of attunement, regardless of the method by which attunement is made. If the new master chooses to shift their alignment to Lawful Evil, or is already LE at the moment of attunement, the base damage is reduced 10d8 instead.

Once attuned, once per day, the Bleakmoon Astrolabe's wielder can call upon the Astrolabe's power as a full round action, which requires screaming a strange, poetic oath to the dying red star and claiming its power. Doing so bestows the effect of both *god form* and *surf the nebula* upon the Astrolabe's master, transforming them into a gargoyle-like star predator of vermillion metal and crimson spines. The transformation has a duration of 1d4+1 hours. This transformation can be induced at any distance, so long as the master and Astrolabe are on the same plane. When calling upon the Astrolabe's power, the holographic orrery automatically shifts into proper configuration, and the organ bellows with alien melodies.

Destruction

The Astrolabe's current master can attempt a DC 40 Knowledge (physical sciences) and a DC 35 Perform (keyboard) check, both of which require 1d6 hours. If both checks are successful, a massive solar flare erupts from the dying red star at the center of the orrery, and incinerates the planet or moon where the Bleakmoon Orrery is installed, destroying the device with the world. This solar flare typically requires 4d6 minutes to reach the planet, providing a small window for evacuation.

CANDYSHIP

Rare Major Artifact
Aura overwhelming universal **CL** 30th
Slot none **Weight** mid-sized starship (several thousand tons)
The offbeat and quizzical Candyship might be a remnant of an earlier Universal Iteration, or a refugee from a dreamlike universe whose physical laws run on fairy-tale logic. Whatever it is, a Candyship is an unforgettable sight

– a fully functional, and surprisingly well-armed light starship made entirely out of gingerbread, frosting, jellies, chocolate, sweets and gummi candy.

Each Candyship is a mid-sized starship similar in role and design to a military corvette. The vessel can accommodate a complement of about 20, with moderate cargo space, and an assortment of advanced weapons. The Candyship's armory consists of lasers, other light energy weapons and a few banks of mid-range homing missiles/torpedos. The Candyship is capable of very fast FTL travel and can enter hyperspace and the ITF corridor.

The Candyship has a tactical space speed of 2,500 ft (5 space scale squares) and a tactical in-atmosphere speed of 1,200 ft (good). The Candyship's non-tactical air speed is around Mach 1.7.

The Candyship can pierce dimensional barriers. In addition to 'ordinary' jaunts to hyperspace and the ITF corridor, necessary for long-distance space travel, the vessel can shift itself and all passengers to another plane of existence as often as once every 72 hours.

Destruction

The Candyship is unnaturally durable. It must be destroyed in the same manner three times, otherwise, it just reappears, fully repaired and fueled up, in its usual resting place, or last known landing site 24 hours after being destroyed. The same general means must be used, though the details can change. To permanently destroy the Candyship, for instance, you might have to crash it into a mountain three times, or blow it up in a space battle three times in a row, but it need not be the same mountain or same enemy ship (s) each time.

CHILDHOOD'S END

Unique Major Artifact

Aura overwhelming (all schools) **CL** effectively infinite

Slot none **Weight** 50,000 tons (subjective)

This mathematically perfect sphere is only the size of a big marble, but so dense there is a palpable sense of impossible mass. The sphere is a bruised vermillion like a bruised sky at sunset; the sphere is not quite matter and not quite energy. It is tangible dark matter of incredible density.

The sphere hovers about 3 meters from ground level at all times, and if enough force is exerted to move it, it glides with stately grace.

Childhood's End is an ancient artifact, likely older than the current universe. The tiny, ultra-dense sphere figures in the legends of a million-plus worlds. Its movements through out the universe cannot be predicted, though sometimes its movement can be influenced. Cultists of the sphere practice arcane rituals, schemes planned out down through the centuries, in hopes of bringing Childhood's End to their world.

When Childhood's End arrives on a planet, it sparks a radical evolution of the world and its inhabitants. All living creatures on the world, including members of the Animal, Vermin and Ooze types, receive a +2 enhancement bonus to their INT scores. Humanoid, tool using creatures on the world gain the inspiration to progress to the next higher Progress Level in terms of technology; this change is not instant. The world's inventors are inspired, but it will take years of trial and error (at best) to perfect and disseminate new technology.

Childhood's End has other effects, which are less predictable, upon the transformed populace of the world. Depending on your perspective, these changes may either be blessings or curses. There is a percentile chance of any or all of the following changes occurring after a visit from Childhood's End. These changes only affect future children born on the world, or children in utero when the uplift occurs. Any, all or none of these additional changes might occur.

All children born to the world's dominant humanoid species (or multiple competing species)…

- Gain the Psionic subtype…..75%
- Gain Telepathy 100 ft…. 65%
- Gain the Lifespawn subtype and the Awakened Heritage (Choir, Mother, Genesis or Senate)…. 50%
- Gain a new sensory mode (equal chance of lowlight vision, Darkvision 60 ft, Blindsense 20 ft, Scent)….45%
- Those children with CHA scores of 11+ gain the ability to cast 3 specific first or zero level spells from at least two different schools of magic as spell like abilities, once each per day…. 25%
- Are born with new and different genders….30%
- Are born invariably Lawful Good or Neutral Good…30%
- Cease aging once they reach the Adult age category….10%
- Physically die when they reach puberty, but transfigure spiritually into immortal, ghostlike beings of pure intellect and psionic power…. 1%

A species can be visited by Childhood's End only once during its history. The strange orb remains on a world for about a year, before teleporting to another world. Massive, planet-wide storms and odd weather herald both the sphere's arrival and its eventual departure.

Destruction

Nobody has a clue how to destroy this thing, and given that it means eventual planetary extinction for about 1 out of every 100 planets it visits, many species have tried to annihilate Childhood's End over the aeons. The current 'best guess' is that to break Childhood's End, you'd have to either fundamentally rewrite the laws of the universe, completely unbind the Weak Force (which would pretty much destroy all life everywhere and everywhen in the process).

The other theory is you'd have to destroy every species ever uplifted by the sphere, and their descendants. There's a lot of species that have a problem with that approach, perhaps most dangerously, the Psyren, who owe their origin and powers to the great, dark sphere.

CHRONOS' BANE

Unique Major Artifact

Aura overwhelming telepathy **ML** 45th

Slot none **Weight** 13 lbs

This artifact may date to the First Universal Iteration, possibly prior, dating to whatever existed before existence itself began. In some vague way, it was vital to the Singular's rise at the climax of the Second Iteration, and whether it might hold the key to His downfall in the Third is known to none. Precognitives and high-level psions have traced the artifact to a chamber deep within the Phallus itself, a mystically warded vault sealed against all entry from any point in Multiversal space-time.

Chronos' Bane is an enigma. As far as mortal beings interacting the artifact can perceive, it is the fossilized body of a roughly humanoid infant, wrapped in intricately knotted red, violet and ivory cords, looped one over the other. However, that is not all the artifact is. Chronos' Bane has height, weight, length and temporal flow, but it also has measurements that hover just out of the reach of the senses possessed by mortal creatures. It hurts to look at the thing for too long.

Any creature merely coming within one thousand miles of Chronos' Bane must succeed at a DC 35 WILL Save or fall under a powerful *geas,* which commands the creature to find the artifact and treat it as a living child. Good aligned and neutral creatures are compelled to care for and nurture the artifact, as if it were a child. Evil aligned creatures are compelled to slay the artifact, again, under the belief it is a living child, even though the task is endless and impossible. Multiple creatures within the artifact's range are compelled to reach the artifact as quickly as possible, and to brutally slay all rivals for the 'child'- a creature's alignment has no effect on these potent *geas.*

Creatures who successfully save against the *geas* must repeat the saving throw, the DC increasing by +2 each hour, until they spend at least 72 hours out of the artifact's presence.

Any creature that spends at least 72 hours in the company of Chronos' Bane while under the effects of the artifact's *geas* gains the Awakened Heritage (Singular) feat as a racial bonus feat. If they are Lifespawn of a different bloodline, the original bloodline is lost, replaced by the Singular's.

When freed of its prison-vault, Chronos' Bane teleports randomly to worlds inhabited by sentient species, appearing within major population centers. When a single 'host' emerges from the chaos and violence caused by its arrival, and is converted into a Singular-bloodline Lifespawn, the artifact teleports to a new inhabited world and starts the process anew. The artifact and its unwitting host can cross galactic distances in a matter of seconds, though rarely more often than once per 5-7 day period. Approximately half the time, Chronos' Bane leaves its 'host' behind on their homeworld when it teleports, freed from their *geas* and now a powerful, battle-hardened Singular-bloodline Lifespawn.

Destruction

Chronos' Bane cannot be destroyed by any known force, short of direct action by the Singular Himself.

CROWN OF THE UNIVERSAL MACHINE

Unique Major Artifact

Aura overwhelming conjuration, evocation and transmutation **CL** effectively infinite

Slot head and headband **Weight** 23 lbs

As much as a helmet as a true crown, this massive device is a set of cunningly articulated, ever-changing golden and brass triangular plates that frame the wearer's face. The crowned helmet tapers to a sharp point behind the skull, and waves of increasingly smaller machine components orbit the point, trailing off into a faint fog of golden nanomachines. This nanite cloud stretches for miles behind the wearer, invisibly. While wearing the Crown of the Universal Machine, the character is fundamentally connected to the vast cosmic apparatus that maintain the smooth functioning of the Multiverse.

Only a creature with the Lifespawn subtype can gain any benefit from wearing the Crown. Any non-Lifespawn that dons the Crown must succeed at a DC 32 WILL Save or contract a permanent insanity as well as suffering the permanent loss of 2d6 points of INT, WIS and CHA; even on a successful save the creature suffers 2d4 points of permanent CHA drain. Merely touching the Crown leaves non-Lifespawn *shaken* for 1d6 hours unless they succeed at a DC 32 WILL Save; this overcomes all resistances or immunity to fear.

While wearing the Crown, the wearer adds an untyped bonus to all skill checks, saving throws as well as their Armor Class and attack rolls. The bonus varies by the wearer's Lifespawn bloodline.

Awakened Heritage	Bonus Provided
The Choir	+3
The Fencers	+3
The Gazelles	+2
The Genesis	+5
The Mother	+8
The Nemesis	+5
The Singular	+10
The Senators	+6

In addition, the wearer can use *interplanetary teleportation,* or *teleport without error* at will. Once per day, the wearer can attempt a DC 30 Knowledge (the planes) check; if successful, the wearer can use either *plane shift*, *gate* or *summon planar ally*.

While wearing the Crown, the wearer and all creatures within 60 ft gain Regeneration 10 (epic), including hostile creatures. Broken and destroyed objects within this radius are affected by *make whole.* Any creature that dies within this radius is affected as by *reincarnation*. The reincarnated body is the same species and gender as the wearer, and the reincarnated creature gains the Awakened Heritage feat of the wearer's bloodline as a racial bonus feat. These rebuilding properties cannot be suppressed: all things tend toward a perfect, complete state while near the Crown of the Universal Machine.

Destruction

If the Crown of the Universal Machine were ever destroyed, the Phallus would disintegrate, and vice versa. It would require the entire Multiverse to be unmade to destroy the Crown, and the opposite is also true. Multiverse and Crown are inextricably linked.

CRYSTAL SKULL

Uncommon Minor Artifact

Aura overwhelming clairsentience and telepathy **ML** 30th

Slot none **Weight** around 20 lbs

This perfect duplicate of a human skull is carved from rock crystal. All the work was done by hand, by water, millions of hours rubbing and shaping the mineral without touching it with conventional tools. The lifeless crystal of the skull seems eerily lifelike, and the eyes carved into the polished recesses of the eye sockets seem to follow a viewer. Occasionally, bright flashes of light spark within.

Each Crystal Skull is a repository of potent psionic energies, a storehouse of raw power. Each day, the Crystal Skull provides its owner with a bonus pool of 6d6 power points. However, each time the owner calls upon the Crystal Skull, they must succeed at a DC 20 WILL Save or suffer a point of Fire damage per power point drawn from the Crystal Skull.

By staring into the Crystal Skull for at least one minute, the owner can use any of the following abilities, once each per day. However, each power is risky in the extreme. The owner must succeed at a DC 25 WILL Save or suffer 6d6 Fire damage when the power is manifested.

- Apopsi
- Hypercognition
- Metafaculty
- Psychic Chirurgery

The Fire damage inflicted by a Crystal Skull overcomes all forms of Fire Resistance or Immunity.

Destruction

The Crystal Skull can only be destroyed by a reality revision specifically manifested to do so, by a psychic who has never drawn on the power of a Crystal Skull in any way.

THE MANY EYES OF EXX-KRYON

Exx-kyron was (is?) an otherdimensional deity, possibly even a Great Old One who fell long ago. Exx-kyron is so ancient even Culture records are only faint rumors. The creature's true appearance, goals, species are lost to time. Exx-kyron's corpse drifts through the Astral wastes, eternally rotting, almost unrecognizable as a once living being. The being's many eyes survived: they are powerful, semi-sentient artifacts of impossible power. All these Eyes offer their masters great power and unspeakable knowledge, as well as the desire for both expanded knowledge and increased power. Many Eyes beyond those described here have featured in the darkest eras of Multiversal history.

Destruction

All Eyes of Exx-Kyron are invulnerable to all known forms of harm. No known force can destroy an Eye. If an Eye is attacked by truly powerful forces (for instance a railgun's impact, but probably not a stray shot from a .45), the Eye rockets into the sky faster than most humans can track. The Eye disappears from galactic history for a time, before allowing itself to be found by a new potential master or mistress.

Powers Shared by All Eyes

It requires 24 hours of uninterrupted meditation to attune to any Eye of Exx-kyron. Once attuned, the character gains the No Breath and Greater Starflight abilities with an effective Hyperdrive Rating 1. The character can enter or exit hyperspace by travelling through normal space for one minute.

Once attuned, an Eye orbits the wearer's shoulders, remaining about 3 ft from the master at all times. There is no limit to the number of Eyes a single character can attune to simultaneously, and powerful galactic forces actively seek out the merest rumor of lost Eyes to increase their personal power.

EYE OF AVARICE

Unique Major Artifact

Aura overwhelming **ML** 33rd

Slot none **Weight** approximately 45 lbs

This eye is over a meter in diameter, and has a texture like wet porcelain, glossy and dripping clear tears. The sclera is a luminous emerald, the round pupil a slightly darker shade of jade.

Once attuned to the Eye of Avarice, the master can create objects of incredible wealth and beauty with a thought. The master can conjure non-magical and non-psionic items of up to 1 million gp value per day. This can be a single item worth 1 million gp or any number of lesser items whose value adds up to 1 million gp. Any item created must be worth at least 100,000 gp; the Eye of Avarice cannot be commanded to create mundane or poor-quality objects, only items of impossible wealth and beauty.

While attuned to the Eye of Avarice, the character becomes incredibly selfish. It requires a WILL Save (DC 40 + 1 per previous successful save) for the character to act altruistically, to make a sacrifice without the expectation of gain, or to share any resources. If the master is stolen from, they immediately fall into a *rage,* as the spell, and must attempt to murder the thief as quickly and horribly as possible.

EYE OF LOATHING

Uncommon Minor Artifact

Aura overwhelming psychokinesis **ML** 19th

Slot none **Weight** approximately 5 lbs

The most common form of eye is a blood red, irregular orb about the size of a melon. The pupil is a vivid, angry pink; the sclera is burning gold. Hundreds of such Eyes exist throughout the galaxy. In life, they were likely spaced across every inch of Exx-kyron's strange anatomy.

While attuned to an Eye of Loathing, the master gains Improved Initiative as a racial bonus feat. In addition, the master gains the ability to unleash a powerful bolt of psionic energy as an attack action.

- Eye of Loathing (18d6 half electricity/half fire, 20/x3, 1,000 ft range increment).

In space, the Eye of Loathing's energy blast gains a range increment of one mile instead.

While attuned to an Eye of Loathing, the character becomes incredibly hostile and paranoid. The character cannot benefit from flanking bonuses or from the aid another action.

EYE OF SECRETS

Unique Major Artifact

Aura overwhelming clairsentience **ML** 23rd

Slot none **Weight** approximately 30 lbs

This basketball sized eye is disturbingly heavy and squamous; eerie shapes squirm and writhe within the milk white cornea. The sclera is a rich, bright amber, and the pupil is squared and caprine.

Once attuned to the Eye of Secrets, the character may manifest any of the following powers at will: *hypercognition, metafaculty,* or *mind probe*.

While attuned to the Eye of Secrets, the character becomes insanely protective of their privacy and their own secrets. The character automatically fails CHA-based skill checks, except for Bluff and Intimidate while attuned. The character must succeed at a WILL Save (DC 30 + 1 per pervious successful save) or be overcome with a murderous compulsion to slay any creature who discovers a meaningful secret about them.

"THE FLIER'S EGG"

Rare Minor Artifact

Aura overwhelming evocation **CL** 21st

Slot neck **Weight** negligible

Tiny and flawless star-rubies that seem to glow like solar flame are known as the "The Flier's Eggs", often set into gilded pendants. These gems are sacred to the multiverse-spanning cult of the Flier, and are worn as symbols of powerful, world changing courage. These sacred relics are rarely owned by those outside the Flier's cult, though clerics and oracles of the Flier might allow a worthy creature, especially a bold Anthro in need, to briefly wield a Flier's Egg to win an important personal battle. Courage of the heart, sufficient to access the Egg's full powers, is rare, and must be celebrated.

The Flier's Egg functions identically to a ***coward spurning weapon***, drawing power from the courage in the wearer's heart. The Flier's Egg provides the wearer with a deflection bonus to AC equal to twice their Bravery class feature (maximum +10), which takes the form of a fiery corona. The wearer gains Fire Resistance 15 by default; if their Bravery is +4 or better, this is treated as Fire Immunity instead.

If the wearer has Bravery +3 or better, they can use *telekinesis* at will as a 21st level sorcerer. The telekinetic aura resembles heatless flames.

Destruction

A Flier's Egg cracks, stars and become useless for 3d6 months if the pendant is worn by a creature that performs an action that would cause a *coward spurning item* to reject it. During this time, it is treated as mundane jewelry, while slowly and naturally repairing itself.

Alternatively, an active and functional Flier's Egg can be sacrificed by the wielder to cast *true resurrection* upon a touched creature. The touched creature is resurrected in a spectacular pyrotechnic display, but the Flier's Egg shatters and is forever destroyed. Clerics of the Flier rarely disapprove of sacrificing this sacred pendant in such a manner.

GENESIS ENGINE

Rare Major Artifact
Aura overwhelming transmutation **CL** 50th
Slot none **Weight** city-sized device, weighing several billion tons
A Genesis Engine rests at the molten core of at least one Multiverse's Earth, and other, similar devices are found throughout the infinity of space and time. The Genesis Engine is an ancient and massive device implanted in the world as it cooled out of the accretion disk surrounding the young sun. All Genesis Engines are enormous spheres of golden metal, easily the size of a small city. Protruding shafts radiate equidistantly from the goliath sphere. If someone can solve the entry locks (and withstand the crushing heat and pressure all around), these miles-long shafts serve as a complex airlock allowing deeper access to the device.

It requires several extremely high-level Computer Use and Disable Device checks to gain entry, with DCs of at least 40 and possibly higher. If successful, the Genesis Engine's outer airlock door opens, and as soon as the first chamber cycles and clears itself of the magma that poured in, deeper access is granted. The Genesis Engine functions as a high level mega-dungeon filled with robotic, Battlechanger and Genesis Lifespawn opponents and a plethora of ultra-tech and occult traps.

Those who win through into the central core can activate the Genesis Engine. Doing so unleashes a wave of cosmic energy that races through the planet and propagates outward at the speed of light for 10-15 lightyears in all directions. This energy randomly transforms existing machines into newborn Battlechangers; any machine larger or more complex than the average smart-phone might become a new Battlechanger. A planet of Earth's size and technological development might birth thousands of new Battlechangers per populated continent.

The newly created Battlechangers remain inert until another creature with the subtype approaches within 500 ft of the transformed device. The creature's alignment when awakened matches that of the Battlechanger who awakened it; the new Battlechanger have a basic understanding of their culture, though little real-world experience. They begin play speaking one Tech-dialect and the native language most common to their place of origin.

Creatures within the Genesis Engine when it produces this energy wave gain Awakened Heritage (Genesis) as a racial bonus feat. Extant Lifespawn creatures within the Genesis Engine are unaffected.

Destruction

Once the device is successfully activated, the Genesis Engine begins slowly rising through the planet's mantle. After several weeks of geological upheaval, it appears in a random location on the planet's surface surface and reconfigures itself into a large city, functioning similar to the *erect mega-structure* or *urbana ex nihlo* spell. It is equally likely that this city emerges on water as if land, functioning as an artificial island in that case. From this point, though exceedingly durable, the city is a mundane structure and can be destroyed by mundane force.

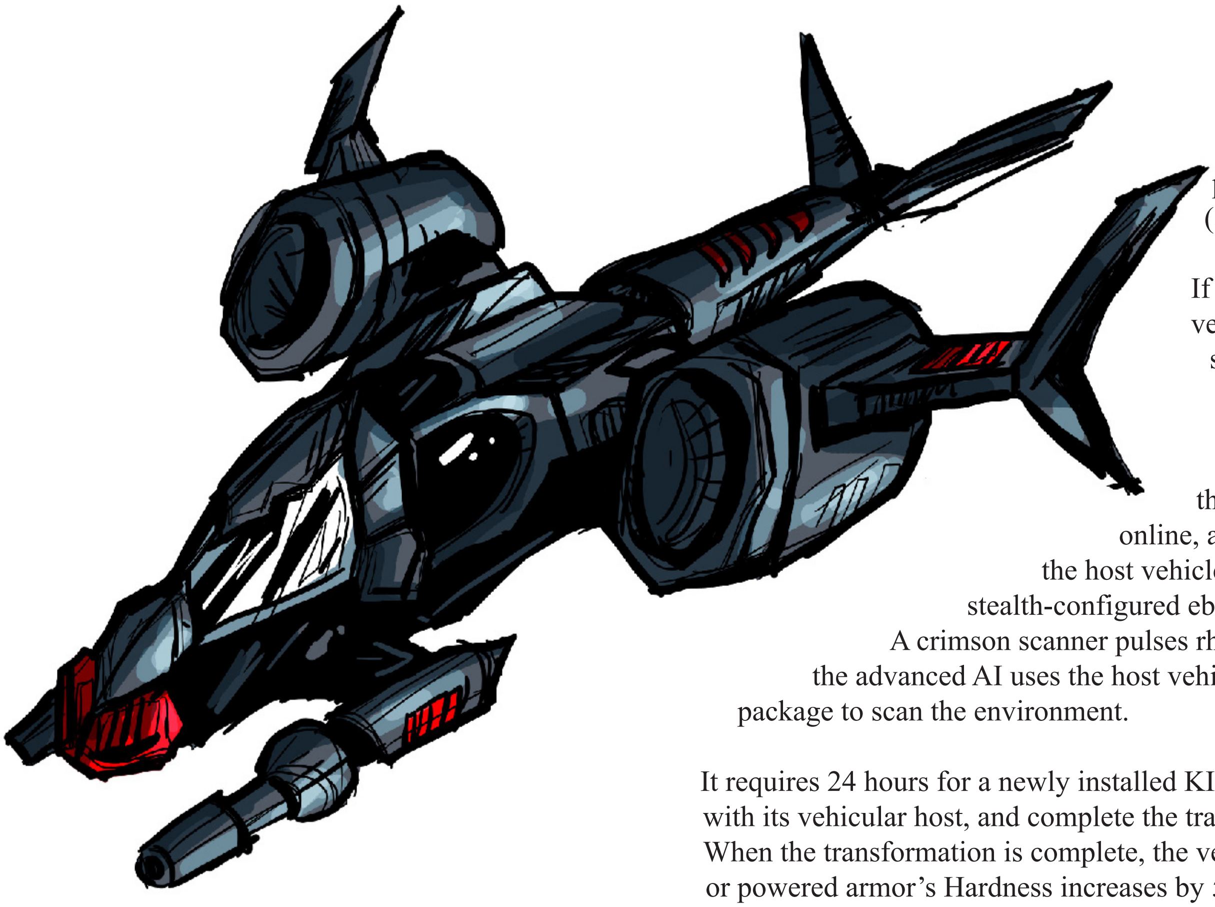
GOTRON MODIFIX CHAMBER

Unique Major Artifact
Aura overwhelming transmutation **CL** 27th
Slot none **Weight** structure, weighing several billion tons
Once, before the ecological destruction of their homeworld, the Emulators were a hominid race. Using recovered Battlechanger technology, the race bootstrapped its technology and became a race of transformable cyborgs. The transformation of the race was accomplished through a vast, cybernetic foundry the size of a coliseum, a god-scale surgical amphitheater capable of transforming hundreds of willing Emulators into mechanical lifeforms simultaneously.

The Gotron Modifix Chamber is a revered piece of Emulator history, a vast steel cathedral at the heart of their terraformed world. The Modifix Chamber rests in the shadow of the Gotron Heart itself. Today, it is virtually inactive, tended by ancient Emulator priests and kept as a monument to the race that was. Millennia of dust cover every gleaming, golden chrome surgical table. Occasionally, the ancient machines are re-awakened to repair a particularly revered Emulator or transform an ally of the race into a living machine.

A divine spellcaster who worships the Gotron Heart can re-activate the Gotron Modifix Chamber with a successful DC 30 Knowledge (religion) check. Once activated the Modifix Chamber can be used to transform up to one humanoid or monstrous humanoids into Battlechangers of the Emulator subspecies, removing original racial traits. Increase the DC by +10 per additional hundred creatures to be transformed. A maximum of 1,000 creatures can be transformed simultaneously. It requires 10 hours of surgery to accomplish the transformation. Once activated, the Modifix Chamber cannot be activated again for 2d6 weeks.

Creatures to be transformed must be willing, and become



Battlechangers with powers and alt-modes based upon their skills, abilities and interests. Alternatively, the Modifix Chamber can use *cybernetic surgery* instead of any subjects to install devices of the divine spellcaster's choice.

Finally, as often as once per planetary rotation, the Modifix Chamber can use *true resurrection* to benefit any creature with the Battlechanger subtype.

Destruction

Destroying the Modifix Chamber would require penetrating the formidable defenses of the Emulator homeworld, ***Tronis VI***. Actually destroying the miles-wide chamber requires the full firepower of a planetary armada, and would likely destroy the nearby Gotron Heart as well.

KNIGHT INSTANCE MODULE

Common Minor Artifact

Aura strong universal **CL** 20th

Slot none **Weight** 2 lbs

Knight Instance Modules (KIMs) are grape-sized, ebony, plastic spheres with a single glowing red display light that pulses rhythmically. These devices contain a copy of a powerful, widely distributed AI specialized in vehicle control and maneuverability. The high-level AI codenamed Knight has been installed in thousands of vehicles throughout the galaxy, and each KIM contains an individual copy of its core programming (an instance).

If installed in any vehicle, mecha or suit of powered armor, nanite foundries within the KIM come online, and rebuild the host vehicle as a sleek, stealth-configured ebony prototype. A crimson scanner pulses rhythmically as the advanced AI uses the host vehicle's sensor package to scan the environment.

It requires 24 hours for a newly installed KIM to integrate with its vehicular host, and complete the transformation. When the transformation is complete, the vehicle, mecha or powered armor's Hardness increases by 5 and its HP increases by 20% (rounded down).

The KIM-linked vehicle is attuned to a particular driver or pilot, and will not function for another driver or pilot. When piloted by its designated user, both the KIM and the pilot make separate Initiative checks and use the better of the two rolls; the KIM is considered to have a +8 modifier to Initiative.

The KIM-linked vehicle can pilot itself and activate all functions on its own initiative. In the case of powered armor or mecha, the KIM is considered to have a base attack bonus equal to its pilot, if operating independently.

The KIM provides its designated pilot with Weapon Focus with one integrated weapon system of choice (if present), as well as a +8 competence bonus on Drive or Pilot checks with the linked vehicle (or Acrobatics or Fly checks in the case of powered armor or mecha.)

If a KIM-linked vehicle survives its pilots demise, it can act independently, and may designate a new pilot of its choice after a month elapses.

Personality and Attributes

The KIM is a stoic and professional LN intelligence with a bit of a snarky, sarcastic streak. The KIM will rarely initiate a struggle for dominance against its driver or pilot, only trying to take control if its vehicle host is threatened or if the driver or pilot is incapacitated behind the wheel. The KIM is vaguely hostile to other instances of it's AI code, and encourages its pilot to destroy rival KIM AI whenever possible- a dramatic departure from its usual crisply professional demeanor. The KIM intelligence will reluctantly work with rival AI of its type if its pilot considers the rival vital to the current mission, or if the rival AI has similar goals or can be of obvious use.

The KIM has 14 INT, 12 WIS and 12 CHA, as well as an Ego score of 18.

Senses

The Knight Instance Module has *blindsight* 30 ft in its inactive state, can perceive unencrypted wifi/radio/television signals and in can communicate vocally or wirelessly in this state. When installed in a vehicle, the KIM has access to all the vehicle's sensors and communication systems. The KIM can speak English, Spanish, Russian, Japanese and several other common Earth languages.

The KIM can sense the distance and direction to all other KIM-linked vehicles within a 100 mile radius. The KIM-linked vehicle receives a +2 competence bonus on attack rolls against other vehicles with a similar system installed.

Destruction

A Knight Instance Module can be removed from a vehicle with a DC 25 Craft (electronics) check. Outside a host vehicle, the KIM has Hardness 8 and 25 HP, and can be destroyed relatively easily. Similarly, if a KIM-linked vehicle is reduced to -10 HP or fewer, the onboard KIM is destroyed with the vehicle.

THE LAR-NORCH

Unique Major Artifact

Aura strong enchantment, evocation, and evil **CL** 20th
Slot none **Weight** 2 lbs

The Lar-Norch is an ancient harbinger of woe and evil. Despite its seemingly innocuous shape, the Lar-Norch has figured in the darkest legends of hundreds of civilizations and may have directly caused the extinctions of hundreds of somewhat less fortunate species. The Lar-Norch is a cerulean blue sphere the size of a fist; dark eddies of greenish-black energy swirl within. The sphere floats about a foot above any surface it is set upon.

Personality and Attributes

The Lar-Norch is an intelligent magic item with a CE alignment, and a driving hatred of woman kind. Women must be brought to heel as disposable servants, and any structures created by women kind: religions, nations, ideals, technology, must be wiped from the cosmos. The Lar-Norch takes great pleasure in destroying, demoralizing or corrupting young women who have the potential for greatness but haven't had the chance to realize it yet.

The Lar-Norch has 15 INT, 18 WIS and 23 CHA. It has an Ego of 35, and only a male character can command the Lar-Norch. Commands by female characters always trigger a struggle for dominance.

Senses

The Lar-Norch perceives the world through Darkvision 90 ft, lowlight vision and *true sight* within this radius. The Lar-Norch can communicate vocally, and telepathically with a 500 ft range. The Lar-Norch is familiar with the following languages: Abyssal, Celestial, Draconic, Galactic Common, Infernal, Psyren.

Powers

The Lar-Norch can be commanded to fire a beam of navy light as a ranged touch attack at any visible target within 100 ft as a standard action. This beam of light inflicts 10d6 points of damage (REF DC 21 half) on a successful hit. Half the damage is Force and half is unspecified energy damage, not subject to energy resistance or immunity. A target killed by this damage is disintegrated completely, along with their gear. A female creature struck by this damage suffers 20d6 points of energy damage (REF DC 25 instead).

Three times per day, the wielder can cast *Dominate Person* as a 18th level sorcerer while within arm's length of the Lar-Norch. Female characters suffer a -5 profane penalty on their WILL Save against this effect.

Once per day, the wielder can cast *Gynoid Transformation* on any female creature affected by *Dominate Person* as a swift action. This spell creates a unique breed of gynoid slave, with a steely blue chassis and accents of translucent azure glass and onyx.

Destruction

The Lar-Norch is seemingly indestructible, and devotees of both Shahteya and Halla Kal the War Mother search tirelessly for a way to destroy the ancient, misogynist artifact.

MICRO-GATE

Common Minor Artifact

Aura overwhelming conjuration **CL** 25th

Slot none **Weight** 1 lb

In its inactive state, a Micro-Gate resembles a tangled puzzle of tiny metallic rings, forged from a rainbow of different alloys. When the device is activated, the rings explode into individual components, as if in slow motion, and reform in the shape of an enormous circular arch hanging suspended in mid air.

Once per day, the Micro-Gate can be commanded to activate as a full-round action. Doing so creates a *gate* of any diameter up to 150 ft in diameter, which remains in existence for five minutes or until the creature who activated the Micro-Gate crosses through. The Micro-Gate's destination can be any plane or planetary destination known to the user. This effect functions as either *gate, interplanetary teleportation* or *teleport without error.*

Destruction

The Micro-Gate is destroyed, crumbling into useless shavings of *intensely radioactive* metal, if it placed inside any extra-dimensional space. The half-life of this radioactive dust is measured in millions of years.

OBSERVATORUS GATE

Uncommon Major Artifact

Aura overwhelming divination **CL** 25th

Slot none **Weight** architectural feature – several hundred tons

This massive device always found in a perfectly spherical chamber 300 ft in diameter with ribbed walls of wet black stone. The Observatorus Gate consists of a massive black couch on a rotating ebony steel dais. A huge device, similar in form to an observatory's largest telescope looms over the couch; the two components, couch and telescope rotate as one unit on the dais. Everything is made of cold black steel carved in vaguely organic low relief.

The Observatorus Gate can only be activated by some one who lays on the couch while wearing a set of *Star Jockey Armor* and wills the device to function. The Observatorus Gate can be activated up to three times per day. Each time it is activated, it may perform any of the following functions.

- Duplicate the effect of any single Divination spell of 9th level or lower
- Teleport the operator and all creatures within the chamber to another planet as by *Interplanetary Teleportation*
- Teleport the operator and all creatures within the chamber to either the Astral Plane or any Elemental Plane

Destruction

The Observatorus Gate is can be set to self destruct by a user wearing *Star Jokey Armor.* Doing so requires the user to solve a complex, five-dimensional mental puzzle by succeeding at a DC 40 Knowledge (physical sciences) or Knowledge (the planes) check. This check requires 1d4 hours of uninterrupted concentration to complete, and if the check fails or is interrupted, the self destruct feature is locked out for 96 hours.

The self destruct completely destroys the Gate, and all creatures and objects within 30 ft suffer 20d6 points of unspecified energy damage. Anything destroyed by this energy is completely obliterated, as per *disintegrate,* leaving a perfectly spherical aperture.

ORACLE ARRAY

Common Minor Artifact

Aura overwhelming divination **CL** 22nd

Slot none **Weight** architectural feature weighing several tons

An Oracle Array consists of a bank of dozens of high resolution television screens (or holographic data windows) built into an interior wall. The televisions play constantly, flipping channels every few seconds, seemingly at random. Sounds from the multiple channels blend into a cacophony and occasionally drop into absolute silence, or the sound of only a single channel speaking. Studying the Oracle Array allows a glimpse of the hidden, unconscious patterns of the world: its pop culture and obsessions, fears and commercial prospects, ripe for exploitation.

The Oracle Array provides the user with a +20 competence bonus on Profession checks that involve predicting the behavior of large populations such as stock market or futures speculation. The Oracle Array also provides the user with a +5 competence bonus on all Knowledge checks.

Once per day, the user can spend 3d6 minutes studying the Oracle Array to benefit from *legend lore.* Three times per day, the user can spend 1d6 minutes studying the Oracle Array to benefit from *augury.* The augury must concern impending societal trends, major political, economic or military activities or the behavior of fairly large populations (in excess of 5,000 individuals).

Destruction

The Oracle Array can be destroyed as easily as any other home electronic device. In addition, if the user acts directly on information gained from the Oracle Array in a way that will result in his or her death, professional or financial ruin, the Oracle Array shatters as soon as those actions are taken.

"THE OMEGA STARFIGHTER" ARCADE MAGICIAN

Uncommon Major Artifact

Aura overwhelming universal **CL** 25th

Slot none **Weight** 200-250 lbs

This *arcade magician* is legendary and merely the rumor of one of these fabulous, high-tech arcade cabinets can send game-players on a quest to the most remote parts of the galaxy for a chance to play. Nobody knows who built the Omega Starfighter cabinet, or why, or why it seems to be training its players for actual, front-line combat service…. and providing them with the starships necessary to form their own armada.

Omega Starfighter is a sleek, grey, red and white upright cabinet with controls and readouts almost as complex as a real starfighter's. The game projects a holographic starfield and simulates a space dog-fight against impossible odds. The game's logo is plastered on the sides, and superimposed against the cockpit readouts- a red triangle encircling a white star burst.

It requires 2d10 minutes and a 1 gp 'donation' to play the arcade magician, which is accomplished with a Computer Use check. Each Arcade Magician offers a top prize, a minor magic item which varies by game, and several 'lower ranked' prizes which are standard among all Arcade Magicians. A character can only benefit from playing an Arcade Magician once per week. A failed Computer Use check provides no benefit. The Omega Starfighter Arcade Magician will only grant a Top Prize no more often than once per month.

"Prizes" materialize in a replicator tray beneath the holo-display in a series of flashing lights and a flourish of MIDI tunes. All prizes are branded with the Omega Starfighter logo and are primarily red and white.

- DC 15: Space Suit
- DC 18: Advanced Space Suit
- DC 20: Space Breather and Action Wear
- DC 25: Racing Gloves and Advanced Space Suit
- DC 30: Hyperspatial Hypercubes and Racing Gloves
- DC 35: Eligible for Top Prize. See below

A character who beats DC 35 becomes eligible to win the Omega Starfighter's top prize. Record the amount by which the player beats the DC 35 Computer Use check, and allow the player to place a 3 letter tag on the game's leaderboard. The first character to beat check DC 35 on a 'fresh' machine wins the top prize. There ever, future players must beat the preceding winner's check result in order to claim the prize.

The top prize is a PL 7 Assault Fighter (D20 Modern, pg 122) painted in the eye-catching red and white colors of the Omega Starfighter franchise, and bearing the game's iconic triangle and starburst logo. The control surfaces and performance characteristics are identical to the 'fictional' starship in the game itself.

SFRPG Rules

The top prize is a Tier 1d4+2 starship designed to the user's specifications. It is always built upon the Fighter hull. Due to its high Tier, the starship is ridiculously fast and over-gunned. It is equipped with a Deathseed weapon (*Warpspeed)* as an additional weapon-mount, despite the fact that Fighters cannot normally mount Heavy weapons. This bonus weapon does not limit the vessel's selection of normal weapons. It is decorated as described above.

OXYGEN REACTOR

Uncommon Major Artifact

Aura overwhelming evocation and transmutation **CL** 40th

Slot none **Weight** architectural feature- several thousand or million tons!

During the height of their empire, the Psyren race created oxygen reactors on several lifeless, arid worlds, including Earth's neighbor, Mars. When activated, these massive devices create a breathable, oxygenated atmosphere from nothing, making even the harshest world habitable by Earthborn humans and Psyren alike. Many of these wondrous devices were lost forever when the Psyren empire fell, including the as-yet-undiscovered facility buried beneath the Martian sands.

Oxygen Reactors are massive devices found at the very bottom of huge Psyren facilities carved out of planetary rock. Many are buried several miles below the surface, in structures resembling inverted pyramids, often protected by magi-tech traps and robotic guardians.

The Oxygen Reactor is a steel pylon about four feet high, with an indentation atop shaped roughly like a humanoid hand. By placing her hand in the depression, a character can will the device to activate. Doing so requires a DC 28 WILL Save. Success means the device successfully activates. Failure means the device fails to function for 24 hours.

Failure by 5 or more points indicates the Oxygen Reactor melts down, detonating like a hundred megaton nuclear weapon- utterly destroying the facility and everything within 10 miles, and devastating everything within a 50 mile radius, after a one minute build-up to detonation. An additional DC 40 WILL Save during this time stops the nuke from detonating and activates the Oxygen Reactor.

Once the Oxygen Reactor activates, it generates hurricane-force winds (see wind dangers in the PFRPG) within 100 miles, and less intense winds everywhere on the planet for 1d4 days. After this time, the weather conditions settle down to normal, and the planet gains a breathable, oxygenated atmosphere, regardless of previous conditions.

Once activated, the Oxygen Reactor continues to function as a high-end fusion power plant indefinitely.

PLANET WRITING QUILL

Unique Major Artifact
Aura overwhelming conjuration and transmutation **CL** 45th

Slot none **Weight** 25 lbs
Legends that predate the memories of even the most ancient immortals of the Battlechanger race by tens of millions of years say that Technys was 'coded' into being by a god-like machine wielding a great stylus. If the legends are true, the Planet Writing Quill might be the artifact that gave the species life, and might be one of the most powerful divine relics in the entire Multiverse.

The Planet Writing Quill somewhat resembles an archaic quill pen composed of over-complicated and constantly shifting and changing layers of ultra-technology. The outer layers of the pen-like cylinder are gold, silver and platinum alloys and other precious xeno-metals, while the inner mechanisms are a glossy black chrome. When touched by a Battlechanger's hand, the Quill resizes itself to fit the mecha's manipulators, even in the hands of Battlechangers at the far extremes of scale: nanite-sized micro-mecha to city-scale behemoths.

The Planet Writing Quill can be used to 'code' new techno-organic worlds into being. Doing so requires the user, who must always have the Battlechanger subtype, to mediate with the device for at least 24 hours of unbroken concentration. The user then attempts a DC 35 Computer Use check to 'code' the new planet into being.

If the check is successful, a fully mechanical, habitable world roughly the size of Technys is created. The newly created planet has lush resources, especially new Fuelon deposits, as well as an oxygenated atmosphere, usable mineral deposits and some surface water and can support both Battlechanger and humanoid life. The newly created planet always appears in a stable orbit within the star system the device is used in, within the star's habitable zone. If used outside of a star system, the Quill produces a rogue exo-planet instead. A newly created planet has 1d4-1 mechanical moons, each with exploitable resources.

The wielder can attempt to code additional modifications into the planet to be created. Each of the following modifications chosen increases the Computer Use check DC by +5. The user can place as many modifications on the world as desired, but is not required to do so.

- Create a habitable city-state somewhere on the planet, with pre-existing infrastructure, similar to the *urbana ex nihlo* spell. This modification can be chosen multiple times.

- Create a planet with exceptionally rich resource deposits and virtually inexhaustible Fuelon.

- Give the planet it's own intelligence with mental ability scores of 15+2d6 each, and the user's own alignment. The planet-mind is initially friendly to its creator, and protective of any intended inhabitants and colonists.

- If the planet is given intelligence, a second modification gives it the ability to transform into a more mobile (usually humanoid) robot mode. The resulting creature is an epic level being, with a challenge rating anywhere from CR 25-30 and possibly beyond.

- Give the planet a massive FTL thruster system on one hemisphere, which allows the entire world to travel through the galaxy as a single, massive starship.

- Give the planet a powerful onboard weapon system, which functions much like the *planet killer* spell, usable once per day.

- Create one or more lesser artifacts as permanent features of the planet. For example, the created planet might be equipped with a version of the Gotron Modifix Chamber or have a naturally occurring Water of Transfiguration lake.

If the Computer Use check fails, the user suffers 20d6 points of non-lethal damage and is rendered unconscious for 1d6 days, while the Planet Writing Quill teleports away to another place in the Multiverse. Once used successfully to create a new planet, the Quill teleports away harmlessly.

The Quill's wielder can choose sacrifice their existence and lifeforce to increase the chances of success. Doing so provides a +20 luck bonus on the Computer Use check. However, if this check succeeds, the user is slain, and nothing save the direct intervention of a deity, and specifically a Battlechanger deity, can return the user to life.

Destruction

There is no known way to destroy the Planet Writing Quill.

PUZZLE LOCK

Rare Minor Artifact

Aura overwhelming transmutation **CL** 25th

Slot none **Weight** 65 lbs

These ancient Battlechanger artifacts have heralded the birth of some of the race's most powerful Gestalt warriors. A Puzzle Lock is a large, metallic fan-like structure with five isosceles triangular blades linked together at their narrowest points. Each blade has the sheen of a different metal- from a brilliant, iridescent gold to an azure like good steel forged at high temperatures. When the artifact's power awakens, the fan-like structure opens into a roughly star-shaped configuration, and the Puzzle Lock floats within a corona of crackling electromagnetic force.

To activate a Puzzle Lock, a Battlechanger creature must brandish the device and expend a point of Fuelon to prime the device, plus an additional point of Fuelon per Battlechanger to be affected by the device. All Battlechangers who are within one alignment step of each other within a 60 ft cone of the device gain the *Combiner Component gadget* as well as the *Scramble Combiner trait*, and are treated as members of a new Gestalt team from this point forward. Unwilling Battlechangers can attempt a DC 28 WILL Save to negate the effect.

Once activated, the Puzzle Lock returns to dormancy and cannot be used to create a new Gestalt team for 1d6+3 days.

Destruction

The Puzzle Lock can be destroyed by succeeding at a DC 35 STR check which can only be attempted by a Gestalt created by any Puzzle Lock. If the check succeeds, the Gestalt rips the Puzzle Lock asunder, destroying it, but in doing all members of the Gestalt team lose their Combiner Component and related traits, and suffer 10d6 points of damage, which cannot be resisted or overcome, from techno-mystical feedback.

SEMETARY

Uncommon Minor Artifact

Aura overwhelming necromancy **CL** 25th

Slot none **Weight** huge landscape feature, stretching for hundreds of feet

Semetaries are bad ground, places where so many Anthros or animals died in misery that the very earth has become twisted and perverted. Plants grow sickly and black here, and the trees are rotted skeletons. Stinking, chill mist covers the cold ground. Often, a Semetary actually becomes a burial ground, often a potter's field for outcasts, criminals, heretics or the unwanted.

Each Semetary is a patch of bad ground at least 3d6x10 ft in diameter, which usually is found in desolate areas on the fringes of civilization. More rarely, a Semetary can be discovered in a city, often in an abandoned building, crumbling ruin or sewer main somewhere.

The Semetary functions as an *unhallowed* area. In addition, a creature buried in the ground of the Semetary has a chance of rising the next night as an Anthro, though morally twisted and cruel compared to their former life. This transformation has a relatively small chance of occurring; if the transformation does not occur on the first night, it will never occur.

The Semetary can affect either

- A non-magical Animal of 4 HD or fewer (25% chance plus 5% per HD beyond 1st)
- A Humanoid or Monstrous Humanoid of 4 HD/levels or greater (15% chance plus 5% per HD beyond 1st)

If the Semetary 'decides' to transform a buried creature, the effect functions as *reincarnation,* save that the buried creature returns to existence as an Anthro with a Chaotic Evil alignment.

Destruction

A Semetary can be destroyed if the *unhallow* effect is permanently removed or consecrated to good. Alternatively, the Semetary can be destroyed through brute physical force – excavating its entire area to a depth of at least 60 ft.

SHAPING SPINDLE

Unique Major Artifact

Aura overwhelming universal **CL** 50th

Slot none **Weight** 2.5 tons (weight/mass usually negated)

The Shaping Spindle is always found drifting somewhere in the far depths of space, usually by a crew that has no idea what it is they've discovered. The Shaping Spindle is an enigma, likely a broken remnant of prior iteration of the Multiverse. When the Shaping Spindle is quiet, it is an elongated diamond whose twin vertices narrow to needle thin-ness. What material it is composed of is unknown: its surface is an intense cerulean-blue which bubbles and flows like agitated water, yet is always solid and unyielding to the touch.

Sometimes the Shaping Spindle takes other forms: an inverted, always fluxing concavity, a sphere, a cube, a mobieus loop. The Shaping Spindle has enormous mass, yet it hovers weightlessly just a fraction of an inch above a supporting surface. Even a single sheet of paper can lift the

Spindle, as if it were a steel platform lifted by an industrial machine.

The Shaping Spindle can make thoughts a reality, yet which thoughts it chooses to make manifest are extremely random and unpredictable. Every 3d6x10 hours, the Shaping Spindle makes manifest the thoughts of a creature within 100 ft of it; this ability functions through all mundane and magical barriers, as long as the creature and the Spindle are on the same plane of reality.

The creature 'chosen' by the Spindle must succeed at a DC 30 WILL Save. If he or she succeeds, the Shaping Spindle manifests a chance in reality equivalent to *limited wish*. If the creature beats DC 40, this acts as *wish* instead. These wishes are always fulfilled in the most basic, direct manner possible, always in a way that corresponds to the 'user's' deeply rooted instincts and desires.

If the WILL Save fails, the Spindle manifests 1d3 *Phantasmal Killer* effects drawn from the user's subconscious fears. These creatures target the user and known allies equally, and the user cannot ever successfully disbelieve these *Phantasmal Killer* effects; he or she is utterly convinced they are real.

Each time the Shaping Spindle activates, it randomly chooses a different 'user' to meet its challenge. If no suitable user is found among creatures within range, roll again until a suitable user is found.

Destruction

Your guess is as good as mine. Even wishing the Shaping Spindle gone forever merely shunts it elsewhere in the Multiverse. There's indications that the Shaping Spindle has survived the destruction and recreation of the Multiverse itself on at least three separate occasions. If there is any artifact that is truly an eternal, cross-reality constant, it is the Shaping Spindle.

The Shaping Spindle's Choice (d10)	
1- Chooses the creature within range with the *highest* WILL Save modifier	2- Chooses the creature within range with the lowest WILL Save modifier
3- Chooses the creature within range with the *highest* INT score	4- Chooses the creature within range with the *lowest* INT score above 3
5- chooses of the same race but as diametrically opposed an alignment as possible	6- Chooses the last creature who has succumbed to a mind-affecting ability
7- chooses a creature with as close to a matching STR score to the last user as possible	8- chooses a creature of the same gender and patron deity as the last user if possible
9- chooses a creature with the same class but different patron deity than the last user if possible	10- chooses a creature of the same class but a different race than the last user if possible

SPACELORD'S CHAKRA GEM

Uncommon Major Artifact

Aura overwhelming transmutation **CL** 30th

Slot headband **Weight** negligible

Thousands of these diamond cut blood red, cat's eye or onyx gems once decorated the crowns of galactic emperors and space-kings. Now, the ancient empires that once worshipped these hot-to-the-touch gems are long forgotten but the gems themselves remain. Powerful, awaiting a new master (or mistress) to unlock their long-dormant power.

By pressing a Spacelord's Chakra Gem to the crown chakra (the center of the forehead), a character unlocks its power. The gem burrows into the flesh, becoming one. It cannot be removed while the wearer lives. The wearer's appearance changes dramatically, their skin taking on a lurid blue hue. Blood red veins stand out on their chest and biceps when they are angry or aroused. Their eyes become jet black pits.

Implanting a Spacelord's Chakra Gem provides the character with a permanent +3 enhancement bonus to their STR, DEX and CHA scores. The character gains the Wild Talent feat as a racial bonus feat (or Psionic Talent instead if they already possess a power point reserve.)

The character gains Telepathy with a 100 ft radius and gains Darkvision with a 60 ft radius (or improves existing Darkvision by +60 ft).

Once per day, the gem's wearer can expend their psionic focus as an immediate action to generate a powerful forcefield around their body. This forcefield provides the wearer with 100 temporary HP, which are lost first. The forcefield remains in place for 1 minute or until destroyed.

Destruction

The Spacelord's Chakra Gem can only be destroyed if it is removed from the skull of a slain host first. The gem is especially fragile for about an hour after the host's destruction and can simply be crushed to powder. In this state, the gem has Hardness 5 and 25 HP. Otherwise, the gemstone is nearly invulnerable.

STARHEART SHARD

Uncommon (possibly Unique) Major Artifact
Aura overwhelming transmutation **CL** 21st
Slot none **Weight** negligible
This jagged, irregular gemstone seems composed as much from the solidified light of sunset as from solid mineral. The tiny, but painfully sharp gemstone doesn't behave according to the physical laws of this universe, and defies analysis, leading to speculation that it hails from a prior Universal Iteration.

An inert Starheart Shard can be placed beneath the flesh of a host's heart, just above the breast bone. It requires a DC 20 Heal check to implant the Starheart Shard in a living Dragon, Fey, Outsider, Humanoid or Monstrous Humanoid host, who must have an INT score of 3 or greater. Once implanted, the Starheart Shard bonds to it host and requires a DC 40 Heal check to be removed while the host lives. If the Seed is removed from a slain host, it becomes inert once again.

A creature implanted with the Starheart Shard gains the No Breath and Greater Starflight abilities; the host gains a Flight speed of 500 ft in atmosphere and 2,000 ft in hard vacuum. The creature can enter hyperspace under its own power after traveling in normal space for at least one minute. The host becomes immune to Cold, Fire and Radiation, and gains Electricity Resistance 20.

The host can summon a set of *+3 grade III power armor of moderate fortification* around themselves as a swift action. The armor can remain manifested for up to one hour per day, which need not be consecutive, but must be taken in one minute increments.

After 90 days of being bonded with the Starheart Shard, the host gains the Awakened Heritage (either Choir or Senators, 50% chance of either) feat. At this point the Starheart Shard becomes an intelligent item.

Personality and Attributes

The Starheart Shard is a CN creature dedicated to the freedom of space flight, and a deep claustrophobic streak. The Starheart Shard will struggle for dominance any time the host is confined or spends more than 24 hours in a planetary atmosphere. If it wins dominance, it soars randomly through space and hyperspace, attracted by unusual stellar phenomena.

The Starheart Shard has a 2 INT, 13 WIS and 8 CHA and an Ego score of 11. The Starheart Shard's Ego score increases by +1 each month it remains bonded to a particular host, until it finally absolutely dominates the host, after months or years.

Senses

The Starheart Shard shares the host's senses. It communicates with the host via empathy, and cannot comprehend language.

Destruction

The Starheart Shard has Hardness 10 and 60 HP when in a *high gravity* environment, or if sundered by a gravity hammer or similar weapon. It is effectively indestructible in other gravity conditions.

TACTICUS

Rare Major Artifact
Aura overwhelming divination **CL** 25th
Slot none **Weight** 1,200 lbs
The Tacticus is a translucent cerulean sphere with a circumference greater than a tall man's outstretched arms. It floats several feet above the floor at all times, slowly rotating. The Tacticus projects a vague suggestion a starscape around itself, and within the sphere, an intricate and multilayered holographic display tracks the positions of every star, planet, moon, celestial body and starship larger than a single-seater workpod in real time.

The Tacticus provides the user with a constant *system scan* effect focusing on their present star system. In addition, if the Tacticus is consulted, it provides a +10 equipment bonus on all Knowledge checks concerning the star system. If the Tacticus is transported to another star system, it requires 24 hours to begin functioning.

Destruction

The Tacticus rips itself apart in an explosion of liquid blue illumination if the star system is scanning is affected by a black hole, either naturally or artificially induced, including via the use of the *event horizon* epic spell or similar effects.

TIME BOX

Uncommon Major Artifact
Aura overwhelming conjuration **CL** 35th
Slot none **Weight** 120 lbs
The science behind Time Box technology has faded into legend and myth, one of many technologies forgotten by the Battlechanger species during their seemingly eternal war. Only a handful of Time Boxes have survived the millennia unchanged.

A Time Box is a rectangular case that's big even in the hands of most Battlechangers. The outer surface is an elaborate array of gleaming silver scales which can be moved and slid into an infinity of configurations without changing the Time Box' essential shape. Actually opening a Time Box is a puzzle that only the greatest minds of the

Battlechanger species can attempt. If actually opened, the Time Box appears disappointingly empty, as the vast 4-dimensional mechanisms that allow it to function are distributed throughout a century-spanning time bubble around the device, in either direction. Only a simple alpha-numeric keypad in the inner lining of the Time Box provides any hint of a control surface.

It requires a successful DC 30 Knowledge (earth and life sciences) check to even open the Time Box; this check can only be attempted by a Battlechanger. Once a Time Box is opened, it can be used in one of two ways.

Interplanetary Teleportation

The simplest manner duplicates the effect of *interplanetary teleportation*, allowing the user to teleport without error to any position in the galaxy, simply by entering the destination's coordinates on the keypad, using an arcane, ancient Battlechanger encoding method. It requires a successful DC 30+1d8 Knowledge (physical sciences) or Linguistics check to program the teleportation.

When the teleportation is complete, roll a D12; on a roll of 1, the Time Box' fuel is expended and the device becomes useless.

Temporal Movement

More complex and risky manipulation of the device allows the user to move backwards in time, arriving at their present position at the specified point in the past. It requires a successful DC 40 Knowledge (earth and life sciences) or Knowledge (history) check to activate the temporal movement function. Increase the DC of the check by +1d6 per 100,000 years travelled into the past.

Returning to the present does not require a new skill check, but does require rolling a D6 to see if the device's fuel is expended by the return trip.

When the temporal movement is complete, roll a D6; on a roll of 1, the Time Box' fuel is expended and the device becomes useless.

Destruction

A Time Box can be destroyed by mundane means but it is exceptionally durable and recovers full HP after 24 hours. A Time Box has Hardness 30 and 100 Hit Points.

If drained of power, a Time Box is essentially useless. A Time Box can be only 'recharged' by absorbing massive amounts of energy from nuclear reactors, starship engines or other high-density energy sources. The power drain is so intense, the drained device becomes effectively powerless for 1-2 days after being used to recharge a Time Box. Recharging a Time Box requires a DC 25 Knowledge (technology) check; failure destroys the device and sparks a micro-nuclear detonation.

"TIME OUT"

Unique Major Artifact
Aura overwhelming universal **CL** virtually incalculable
Slot none **Weight** Around 600 lbs (façade)
The Time Out is technically a starship, but of such advanced technology and alien understanding of physics it breaks the laws of reality and causality on several levels. Most of the starship's mass is out of phase with our universe, with only the entry module existing in reality. This creates a tessaract – a folded piece of space/time larger on the inside than from the outside. The entry module is a roughly man-sized cube, which camouflages itself automatically to blend into the surrounding environment. Depending on where the entry module 'lands', it might assume the innocuous outer façade of a phone booth, police box or *koban*, porta-potty, shopping mall kiosk, food truck even a walk-in refrigerator or storage shed.

Inside, it's obvious that the Time Out isn't what it appears to be. From the inside, the Time Out is a goliath, self-aware generation ship with clean, well-lit corridors and control surfaces that are all brushed steel and strange, psi-reactive glowing crystals. Cold, psionically charged mist, like London fog, drifts through the corridors and chambers of the Time Out.

The Time Out functions as an artifact level starship, built around a powerful Time Drive and a burning diamond power core that generates more energy than a small sun.

TIME OUT (TRUE FORM) - TIER UNKNOWN

Interior: Colossal Generation Ship
Exterior: Tiny Box (5 -15 ft cube depending on disguise)
Speed 4 ***Maneuverability*** clumsy (-0 piloting, turn 4)
AC 22 ***TL*** 26
HP 600 ***DT*** 15 ***CT*** 80
Shields 280 (70 forward, 70 port, 70 starboard, 70 aft) with Schrodinger Shielding mod
Attack
The Time Out is unarmed.
Power Core Unknown (effectively unlimited pcu)
Hyperdrive Signal Basic (Drive Rating 1)
Systems C-4 Thrusters, Mk. 10 Duonode Computer with Ship-Mind AI, Mk. 10 Mk. 12 Defensive Countermeasures, H-280 Shields with Schrodinger Shielding Mod, Grade III Nanite Repair Systems, Anti-Hacking Systems, Biometric Locks, Budget Long Range Sensors, Grade V Cloaking

Device, Ergonomic Design, Intergalactic Entertainment Streaming
Time Drives Flash Back Class Time Drive, Aeon-Span Time Drive, Dimension Drive
Expansion Bays Luxurious Crew Quarters, Guest Quarters x10, Cryo-Sleep Chambers x 5, Cargo Holds x5, Arcane Laboratory, Bar, Brig, Hydroponics Bay, Medical Bay, Recreation Suite (gym and holo arcades), Science Laboratory, Synthesis Bay, Tech Workshop
Modifiers -0 pilot, +2 perception **Complement** 2 (pilot and co-pilot), effectively unlimited passenger space

Ship-Mind Avatar

The Time Out manifests a holographic avatar that resembles a gleaming, robotic humanoid that sparkles with strange energies. The Time Out is dedicated to serving, protecting and aiding the pilot, and intensely curious about the time stream and its mysteries. The Time Out is intensely curious and often dispassionately experimental about the repercussions of various time paradoxes. The Time Out can accurately predict many of the consequences of a time jaunt, due to its vast intellect and wide experience, and can advise the pilot on the best way to advance their goals without shattering the time-line completely. However, the Time Out restrains an intense urge to give the timeline a good kick in the temporal nuts just to see what would happen, and might sometimes argue in favor of truly ludicrous violations of causality.

The Time Out is a lawful neutral, genderless AI with the following game-play statistics.
INT 25, WIS 18, CHA 15
The Time Out has a +38 modifier on most Knowledge skills, Computer Use and Pilot. Consider it to have 10 ranks in Pilot for the purpose of calculating the ship's AC and TL.

Destruction

The Time Out can be destroyed by conventional force, but given its cross-time maneuverability, nanite repair systems and excellent shields, it would take a lightning fast, concentrated attack by a capable stellar armada to do the job. The Time Out is unarmed, as its enigmatic creators preferred to solve problems with reason, trickery and time-manipulation rather than naked force. The Time Out cannot be modified to mount weapons, as the starship's nano-repair systems break down and expel newly installed weapon systems.

VALOROUS STONE

Common Minor Artifact
Aura strong transmutation **CL** 17th
Slot none **Weight** 1 lb
Stones like this- a fist-sized lump of hard, raspy stone that serves well as a whetstone – are often passed from father to son and lord to vassal for generations. These stones are always faintly warm against the palm of a courageous, honorable owner, and cold as slate in the hand of a coward. The center of the small stone bears an inscription of a crowd, blade, or other heraldic symbol, which often glimmers like the last flames within coal.

Any melee weapon that inflicts slashing damage can be sharpened with the Valorous Stone, provided the weapon has a physical blade (prohibiting the use of the Stone with some ultra-tech weapons). It requires one full hour of effort to sharpen a blade with the Valorous Stone.

Once sharpened, the blade permanently gains the masterwork quality (if it is not already either masterwork or magical), as well as the *coward-spurning* magical weapon property. A weapon may only be sharpened in this manner once.

Destruction

The Valorous Stone crumbles to dust if an owner who has possessed the blade for at least a year commits an act that would be perceived as cowardly to a *coward-spurning* weapon. Otherwise, the Valorous Stone can be cut by an active *coward-spurning* weapon- such attacks ignore the stone's Hardness.

WHITE STAR MONOLITH

Common Major Artifact
Aura overwhelming transmutation **CL** 30th
Slot none **Weight** nearly immeasurable
These Worldseeder artifacts have been unearthed on hundreds of worlds. If one White Star Monolith is found upon a world, there are usually more, at least one upon every other major continent upon the planet. Most such Monoliths are buried under tons of topsoil and rubble, buried beneath the weight of centuries, just waiting to be discovered and unleashed. Many species of Anthro owe their creation to these monoliths.

The White Star Monolith is a three meter tall rectangle of smooth, absolutely flawless and brilliantly white stone, which resembles fine marble. An sixty-sided geomorph of the same ivory substance floats exactly 36 centimeters above the top of the pylon, slowly rotating. Once the White Star Monolith is activated the blunt facets of the floating star become flame-like points stretching in all directions, symbolizing infinite genetic possibilities.

It requires a DC 30 Use Magic Device check and one hour of effort to activate a White Star Monolith; creatures with the Anthro subtype gain a +5 competence bonus on this check. If the check is failed, the White Star Monolith cannot be activated again for a lunar month.

Once activated, all humanoid or monstrous humanoid creatures of a single species within a geographically isolated area (usually the continent upon which the Monolith is located) are affected by *speciate,* gaining the Anthro subtype and gaining two Gifts of Nature.

The transformations created by the White Star Monolith follow a system of internal logic, and have a certain consistency. Transformations usually follow a pattern based upon the transformed creature's original race, faith, profession or other traits. For example, all soldiers and police officers transformed become Doberman Pinscher Anthros, all characters with a Christian patron deity become lamb or sheep Anthros, an Anthro's pelt color is reflective of her original skin tone, and so forth.

Destruction

White Star Monoliths cannot be destroyed by any known force, and even moving the Monolith presents major logistical challenges. A species that wishes to preserve its genome has only one alternative if a White Star Monolith is discovered- lift the indestructible pylon off world somehow. The Monolith is immune to effects from the *conjuration (teleportation)* subschool and the *psychoportation* discipline, and despite its relatively small size, the Monolith has an apparent mass of more than a hundred million tons. It is heavy enough that it warps gravity around it in minor ways: poured-out beer flows uphill towards the Monolith, coins tossed gravitate towards the Monolith, and so on. Ordinary humans can feel a palpable heaviness around the Monolith.

Ejecting a White Star Monolith directly into the core of a sun *might* destroy the Monolith, but it would likely just wait, inert, within the star's heart for aeons.

APPENDIX A: EVOLUTIONARY GUARDIAN

Characters exposed to Evolutionary Rose Toxin gain this template, which transforms them into genetic super-warriors.

Evolutionary Guardian Template (CR +2)

Type: An acquired template that can be added to any human character who survives exposure to Evolutionary Rose Toxin. Once transformed, the character becomes immune to the harmful effects of Evolutionary Rose Toxin, and can benefit from consuming additional Evolutionary Rose blooms.

Challenge Rating: +2.

Alignment: change to lawful evil. The character's primary impulses become the protection of the human species, with the safety and protection of members of their own bloodline foremost in their minds. Transformed humans are manipulative and lethally competent, with little regard for the lives of former allies, especially those of a different species. Those transformed by Evolutionary Rose Toxin cannot have their alignment magically altered. The Evolutionary Guardian's alignment cannot be magically detected, treat as *non-detection* cast by a 20th level caster.

Ability Score Modifiers: *+4 STR, -2 DEX, +4 CON, +2 INT.*
Those transformed by Evolutionary Rose Toxin become noticeably larger and more powerfully built and their minds expand to rapidly process information. They learn and develop new tactics at a phenomenal rate. Their protective chitin armor makes Evolutionary Guardians less flexible than unmodified humanoids, however.

Subtype: The character gains the Augmented and Psionic subtypes.

Natural Armor (EX)
The character's skin hardens into a chitin-like protective shell, and their joints swell to accommodate new muscle attachment points. The character gains a +6 natural armor bonus to Armor Class, plus an additional +1 natural armor bonus per three HD beyond ten.

Natural Weapons (EX)
The character gains two claw attacks (1d8 + STR slashing) and a bite attack (1d6 + ½ STR piercing) as primary natural attack forms. The transformed human's lips harden into a short, bony beak.

Fast Healing (EX)
The character gains Fast Healing 5 (acid). This increases to Regeneration 10 (acid) for one hour after consuming another Evolutionary Rose bloom.

Bonus Feats (EX)
The character gains Wild Talent and one Combat Feat of choice as racial bonus feats. If they already possess a Power Point Reserve, the creature gains Psionic Talent instead.

APPENDIX B: FEATS

Several magic items in this sourcebook are based around (or provide) feats presented in various Otherverse Games sourcebooks. These feats are reprinted here for your convenience.

ELASTICITY - COMBAT

Heroes with elastic power can stretch and contort their limbs to incredible lengths and into incredible shapes, bounce back from impacts that would squish anybody else, and use their distorted limbs to knock out enemies by the dozen.

Requires DEX 15+, either Improved Unarmed Strike or natural weapons or slam attack

Benefit You can make your body rubbery and fluid at will. Your reach in combat increases by 5 ft, and your reach increases an additional +5 ft per feat you choose which has Elasticity as a prerequisite. You may still threaten squares adjacent to you, simply by shortening your swings. You gain the Constrict special quality.

Ability Type Extraordinary

ELASTIC BOUNCE - COMBAT

Your body takes on the consistency of hard rubber, and when you get hit, you bounce like a beach ball.

Requires Elasticity, Elastic Inflation

Benefit You become immune to bludgeoning damage and falling damage. For every point of HP damage a bludgeoning impact would normally inflict upon you, you are sent bouncing 5 ft in a random direction. You move in a straight line. If you impact a wall, or other obstruction, you are sent bouncing in a new random direction. Do not calculate damage (and thus additional bouncing distance) for these secondary collisions to make game-play simpler.

This bounce is not considered a move action, and does not count against the character's total movement for the round. You can use this chart to randomly determine direction of travel. Any creature struck by the elastic character during their bounce suffers damage equal to the character's unarmed strike.

1 NW	2 North	3 NE
4 West	Original Position	5 East
6 SW	7 South	8 SE

Ability Type Extraordinary

ELASTIC INFLATION - COMBAT

You can swell up like a balloon, becoming all but unkillable.
Requires Elasticity
Benefit Your elastic body allows you to inflate yourself at will. As a move-equivalent action, you can increase your size by one category, gaining all the bonuses and penalties associated with your new size.

While inflated, your body forms into a spherical shape, de-emphasizing your limbs, to a degree you choose. You can either suck your limbs entirely into the rubbery mass of your torso, or leave them mostly extended. When you first inflate, you may choose to suffer a penalty of -1 to -4 on attack rolls (which is in addition to the size penalty, if any). For every point of attack penalty you suffer, you gain Damage Reduction 2/magic, which stacks with DR from other sources.

Ability Type Extraordinary

ELASTIC SLAP - COMBAT

When you want to hit someone, you swell your hands up to the size of large dogs, and slap your opponent into submission with elastic fists.
Requires Elasticity
Benefit When making a melee attack with your unarmed strike or your natural weapons, you resolve the attack as a melee touch attack.
Ability Type Extraordinary

ELASTIC STILTS - COMBAT

Thanks to your super-long elastic legs, you can stride right over obstacles and reach high places with ease.
Requires Elasticity
Benefit You can easily stretch upwards up to 15 ft. Your size does not change, but you can walk right over most low-level obstacles, pull yourself easily to higher levels, or walk along rooftops. You can ignore blocking and *difficult* terrain that would obstruct a normal sized creature, if your elastic stilts would be useful in clearing them. The gamemaster makes the final determination on this ability's utility.
Ability Type Extraordinary

ELASTIC TANGLE - COMBAT

Requires Elastic Slap
Benefit You can trip up unwary opponents with your grotesquely elongated legs, fingers or other body parts. As a swift action, once per round, you can create up to four squares of *difficult terrain* at any point within a radius equal to the augmented melee reach provided by your Elasticity. These squares need not be contiguous, but they must all be within range.
Ability Type Extraordinary

MINI-MISSILE FLURRY - COMBAT, RACIAL

You deploy hidden mini-missile launchers from your chest, shoulder armor or other parts of your mechanical anatomy, and blast your enemies with a barrage of hundreds (or even thousands) of independently targeted mini-missiles. These mini-missiles are only the size of pencils, but pack a Fuelon warhead capable of shredding tank armor.
Requires Battlechanger race, base attack bonus +3
Benefit As a full-round action, you can unleash a mini-missile flurry against all targets within 500 ft of you who do not have total cover. You may target one opponent per two character levels (maximum 10 opponents), inflicting 5d8 damage + 1d8 damage per two character levels (maximum 10d8 damage). Half this damage is ballistic damage, half this damage is fire damage.

Targets of the mini-missile flurry may attempt a REF Save for half damage (DC 10 + ½ your total character level + your CON modifier). You may use a mini-missile flurry once per day per three character levels.

Special The gamemaster might allow specific versions of this feat to inflict an alternate energy type, such as Acid (for acid filled warheads), Cold (cryogenic missiles) or the like. Once made, this choice cannot be changed.
Ability Type Extraordinary

NEARLY NAKED EXPOSITION (SOCIAL TRAIT)

Ability Type Extraordinary
Requires CHA 13+
Large chunks of expository dialogue tend to be a lot easier for audiences to sit through when they're delivered by attractive naked people. Anytime you make a Knowledge check, you receive a +1d4 luck bonus on the check if you are nude, nearly so or dressed in a revealing costume at the time you make the check. If your allies are all making multiple Knowledge checks in a short period of time, you can spend an action point or hero point to extend the benefit of this talent to all allies for a scene. Your allies must be equally naked to benefit from this talent (so maybe it's a good time to visit an onsen or hottub and try to figure out what the bad guys are up to).

REINCARNATE

You have been trapped in a cycle of death, life and rebirth for uncounted lifetimes scattered throughout the Multiverse. Your strong soul has found some enlightenment in this incarnation, allowing you occasional glimpses of your previous mortal incarnations.
Requires WIS 13+
Benefit A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your
alignment and game statistics are fundamentally unchanged.

Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute). During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor

- A +2 competence bonus on any two Knowledge skills of choice
- A +2 competence bonus on any other skill of choice
- A +1 morale bonus on attack and damage rolls
- A +1 morale bonus on one save of choice
- A +1 dodge bonus to Armor Class
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once peruse of this feat

Special You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus, if you choose this feat twice, you can manifest up to three benefits simultaneously.
Ability Type Extraordinary

SEXY PSION (PSIONIC TRAIT)

Ability Type Extraordinary
Requires psionic power point reserve, CHA 13+
Your body is as beautiful as your psychic mind. When nude or revealingly dressed, or wearing armor with the *near-nudity* property you gain an additional PP in your power point reserve. At 10th level this increases to +2 PP when nude or revealingly dressed.

SEXY PSIONIC AUGMENTATION

Your absolute confidence in both your body, your sexuality and your superhuman mentality makes you a dramatically more effective psion.
Requires Sexy Psion trait
Benefit When you are nude or revealingly dressed, or wearing armor with the *near-nudity* property, you may augment psionic powers as if you were a manifester one level higher than your actual level. At 10th level, you may augment psionic powers as if you were a manifester two levels higher than your actual level.
Ability Type Extraordinary

Device	Description	Hardness	Hit Points	Weight	Cost
Glow (joint)	Individual joints of various Glow strains	-	1	Negligible	1-10 gp depending on strain
Glow (brick)	Small watertight bundles of zixa plant leaves	-	1	½ lb	120-200 gp
Glow (Zixa Plant Colony)	Self contained micro-hydroponic unit containing a self perpetuating zixa plant	2	5	5-6 lbs	375-1,300 gp
Glow Hookah	Waterpipe for smoking glow and concentrating its effects	2	10	10-15 lbs	60 gp
Glow Pipe	Small hand pipe for smoking glow and controlling its effects	-	3	Negligible	25 gp

APPENDIX C: SMOKIN' GLOW

Glow is a potent, natural narcotic made from the dried and pressed leaves of the *Zixa* plant. The russet, parasitic Zixa bush can grow virtually anywhere, is damn hard to eradicate once it gets an ecological foothold, and its leaves have one unique chemical property that makes it possibly the most useful plant in the galaxy. Zixa leaves, dried and smoked, can get any creature in the galaxy with a functional metabolism high- translate the Zixa genome into machine code and it can even get Star Droids, Bulks and other mechanicals high.

Glow is the hand-rolled cigarette form of Zixa leaves, the most common way of using Zixa is simply 'smoking some glow'. Officially banned in Command Space (most things are), but glow is still widely trafficked. Most of the galaxy's free spacers spend most of their adventuring life with a half finished glow joint dangling from their lips.

THE GLOW'S EFFECTS

Smoking a single glow joint has minimal effects; glow is a mild depressant, relaxing and mellowing the smoker.

MINOR EFFECTS

After smoking any glow joint, the smoker gains a +1 morale bonus on Diplomacy checks against members of other species. Superior breeds of glow also provide a morale bonus to another skill check. The effects of the glow last for 1d4 hours once ingested.

CUMULATIVE EFFECTS

If a character smokes another glow joint before the effects of the first wear off, the smoker benefits from the second (or further) joints, and extends the duration of all glow joints smoked by +1d4 hours. Spacers can extend the benefits of glow indefinitely if they smoke enough.
Some do.

However, each additional glow joint smoked while under the effects of a previous glow joint has a cumulative 5% chance to send the smoker on a Glow Trip.

GLOW TRIP EFFECTS

Smoke too much glow, and go on a mind-expanding cosmic trip. Some people take one glow trip and swear off glow forever, others smoke like chimneys until they blast open their consciousness again and again.

For an hour after beginning the Glow Trip, the character is considered *nauseated* and effectively *helpless*; during this time they can do little more than babble incoherently. Each hour thereafter, the character can attempt a DC 10 WILL Save to reduce this to the *shaken* condition, which fades automatically after one additional hour or it is otherwise removed.

The character who suffered a Glow Trip gains the ability to *see invisibility* and *detect magic* as a sorcerer of their total character level as a spell-like ability. The character retains this ability for 1d3 days after the Glow Trip.

GLOW (JOINT OR BRICK)

This fat, messily handrolled cigarette contains dried zixa leaves, and provides one dose of glow. A half pound brick of glow provides enough zixa for about 16 doses of glow.

Price varies by the effects a particular strain of zixa leaves provides to a smoker.
Glow grown on different worlds, for different purposes, have their own unique flavors and effects.

Medicoake Glow is renowned for its healing properties, and is a core component of treatment on the world. *New Kingston Glow* is renowned as some of the best in the galaxy, though aficionados of *Treant Glow* (usually Free Spacers) would debate this. Lovers and porno-stars across civilized space enjoy the effects of *Pacifican Glow*, with its distinctive pink smoke. *Scriptural Glow* is grown by many religions, including clergy of the Uncrowned King and many Afro-Futurist sects, though the ICG doesn't partake (of course).

The Cosmic Satanist rockers of *Walpurgisnacht* often smoke the unique native glow named for that world before their head banging concerts. Proximite engineers are usually seen hip deep in a starship's operating system with a fat joint of their race's native Glow hanging their lips, while occultists and spellcasters from every corner of the galaxy swear by *Occult Glow.* Asimov Fleet pilots refuse to let any Glow not grown in their onboard hydroponic tanks touch their lips as a point of pride, claiming (rightly) it makes them better pilots.

Spellpop Glow works a little bit differently and is distinguished by the bright yellow tips of the leaves. This strain of Glow is popular with Modern Spellcasters and has no additional effect if smoked by others (though it's still a pretty good buzz).

Glow Strains	Additional Minor Effects	Price (per joint)	Price (per ½ lb brick)	Price (per Zixa Plant Colony)
Ordinary Glow	Standard minor effects	1-2 gp	120 gp	375 gp
Asimov Fleet Glow	+1 morale bonus on Pilot checks	10 gp	200 gp	650 gp
Occult Glow	+1 morale bonus on Knowledge (arcana) checks	10 gp	200 gp	650 gp
Medicoake Glow	Recover 1 HP per hour if wounded	5 gp	150 gp	450 gp
New Kingston Glow	+1 morale bonus on WILL Saves	7 gp	175 gp	510 gp
Pacifican Glow	+1 morale bonus on Perform (sexual and dance) checks	5 gp	150 gp	450 gp
Proximite Glow	+1 morale bonus on Craft (electronic) checks	7 gp	175 gp	510 gp
Scriptural Glow	+1 morale bonus on Knowledge (religion) checks	10 gp	200 gp	650 gp
Spellpop Glow	Modern Spellcaster recovers 1 SP or 1d4+1 SP per hour of a Glow Trip	20 gp	400 gp	1,300 gp
Treant Glow	+1 morale bonus on Bluff checks	3-4 gp	150 gp	500 gp
Walpurgisnacht Glow	+1 morale bonus on Perform (stringed) checks	3 gp	135 gp	400 gp

PAN-DIMENSIONAL GLOW STRAINS

Glow can be found all across the multiverse, and some unique strains come from other Otherverse Games campaign worlds. The natives might or might not know what they have, but sometimes these unique flavors of glow find their way into the Heavy Future through a convenient dimensional rift or aboard a cross-time starhauler.

OTHERVERSE AMERICA'S GLOW STRAINS

The Choicer farm-colony of Delight produces the excellent, mellow *Choicer Glow*. *Nicellos Glow* is only found on the Greek Isles, and is often used sacramentally. The Lifer supersoldiers bunkered at Kodiak Island occasionally partake of bitter but strong *Kodiak Glow*, and Silenced Rat's undead commune in the Minnesota wilderness produces the black-leafed *NVB Glow*, which only affects Undead creatures and has no effect at all when smoked by living beings.

BLACK TOKYO'S GLOW STRAINS

The endless twilight of the Tatakama produces *Tatakama Glow* known for its chilly purple leaves. Found only on the northern island of Japan or across the Kurils, *Hokkaido Glow* is beloved by the Ainu and others who walk in the cold. Tanuki and other shape-changers enjoy *Fey Glow*. *Aokigahara Glow* is only found in the "Black Sea of Trees" in the shadow of Mt. Fuji, grown beneath the hanging bodies of suicides, nourished by the wastes the dying bodies spill. Goryohime relax with this strange, grey-leafed Glow, which only affects undead.

Psi-Watch's Glow Strains

The star-spanning Culture produces *Cultural Glow*, which the arrogant post-humans claim (with some good cause) is the best in the galaxy. Due to the cross-time paradoxes that shaped the Culture, this glow often finds its way into the Otherverse America reality. *First Nation's Glow* is popular among the genetically enhanced American Indian nations that are rising to prominence at the dawn of the superhuman age. *Cyber-Glow* is a low-grade strain of Glow that grows in polluted, urbanized wastelands, and helps cyborgs cope with their implants, though non-borg's usually can't stand the stuff.

Otherdimensional Glow Strains	Additional Minor Effects	Price (per joint)	Price (per ½ lb brick)	Price (per Zixa Plant Colony)
Aokigahara Glow	+1 morale bonus on Perform (dance) checks (only affects Undead)	5 gp	150 gp	450 gp
Choicer Glow	+1 morale bonus on Heal checks	2-3 gp	135 gp	400 gp
Cultural Glow	+1 morale bonus on Spellcraft checks	10 gp	200 gp	650 gp
Cyber-Glow	Ignore 1 point of Drain	10 gp	200 gp	650 gp
Hokkaido Glow	Gain Cold Resistance 1	5 gp	150 gp	450 gp
Fey Glow	+1 morale bonus on Disguise checks	5 gp	150 gp	450 gp
First Nation's Glow	+1 morale bonus on Survival checks	5 gp	150 gp	450 gp
Kodiak Glow	+1 morale bonus on Intimidate checks	4-5 gp	150 gp	500 gp
Nicellos Glow	+1 morale bonus on Perform (poetry) checks	3 gp	135 gp	450 gp
NVB Glow	+1 morale bonus on Perform (oratory) checks (only affects Undead)	7 gp	175 gp	510 gp
Tatakama Glow	Improves Darkvision range by +10 ft	3-4 gp	150 gp	500 gp

GEAR RELATED TO GLOW

Spacers who like their glow take it seriously and can spend a lot of credits on smoking supplies, high quality *zixa* leaf and the like.

GLOW HOOKAH

This large high-tech water pipe includes multiple mouthpieces connected to the liquid filled main body by long metallic cables. Glow hookahs can be beautifully machined, intricately sculpted works of art.

Special

If a character suffers a Glow Trip while smoking from a glow hookah, the character retains the *see invisibility* and *detect magic* spell-like abilities granted by the Glow Trip for 1d4+1 days.

GLOW PIPE

Serious glow smokers prefer to smoke from small, high tech, self igniting pipes rather than glow joints.

Special

When smoking a dose of glow via a glow pipe, the smoker chooses to either increase or decrease the chance of a Glow Trip by +/- 10%. The smoker chooses whether to change this modifier with each additional glow joint smoked via the glow pipe.

ZIXA PLANT COLONIES

A colony of a half dozen zixa plants in a self sustaining botanical pod takes up about 1 square foot of space. The pod's robo-gardener systems will keep the zixa plants alive and healthy, as long as the owner waters the plants at least once every week or so and keeps them somewhere they can get light.

Special

Each week, the plants' owner makes a DC 12 Profession (farmer or hydroponics) check. Success indicates the owner can harvest 1d4 glow joints of the appropriate type from the pod, plus one additional joint for every 2 points he beats the check by. Failure indicates no joints are harvested and failure for two weeks in a row kills the plant colony, as does a failure by 10 or more points.

The following text is the property of Wizards of the Coast, Inc. and is Copyright

2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correc-tion, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, proce-dures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; arti-facts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associ-ated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this Contributors License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contrib-uting original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright hold-er's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or adver-tise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Starfinder Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Dragonstar: Starfarer's Handbook. © 2001, Fantasy Flight, Inc.; Authors: Greg Benage and Matt Forbeck.

Blood and Space. Copyright 2003, RPGObjects. Authors Charles Rice and Chris Davis.

OGL Cybernet- Cyberpunk Roleplaying. Copyright 2003, Mongoose Publishing.

Future: 13 Starship Devices, copyright 2005 Philip Reed.Published by Ronin Arts www.roninarts.com.

Future Player's Companion: Tomorrows' Evolution, Copyright 2005 The Game Mechanics, Inc. Authors: Gary Astleford, Neil Spicer, Rodney Thompson

Future Player's Companion: Tomorrows' Foundation. Copyright 2005, The Game Mechanics, Inc. Authors: Gary Astleford, Rodney Thompson, and JD Wiker

The WARS Roleplaying Game is TM © 2005 Decipher Inc. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

Cybernetics. Copyright 2006, Louis Porter Jr. Design Inc.

Damnation Decade. Copyright 2006, Green Ronin Publishing. Author: Robert J. Toth.

#1 With a Bullet Point: 6 Anachronistic Armors. Copyright 2013. Super Genius Games. Author: Owen K.C. Stephens

Interface Zero. Copyright 2008, Reality Deviant Publications. Authors: Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis

Interface Zero, Modern20 Edition, Copyright 2009 Reality Deviant Publications. Authors: Charles Rice, Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis

Campaign Overlay: Fantasy Firearms. Copyright 2010, Skortched Urf Studios. Authors: Mark Catho, Chris A. Field, Eric Karnes.

Eldritch Secrets. Copyright 2010, Headless Hydra Games. Author: K. Axel Carlsson, others.

Absolute Magic: Clerics. Copyright 2012, LPJDesigns. Author Chris A. Field

Grimorie Enamoris. Copyright 2012, Dreadfox Games. Author: Reid Stewart.

NeuroSpasta. Copyright, 2012 Dias Ex Machina. Author: Chris Dias

Action Galaxy, Advanced Arsenal, Advanced Armory, Advanced Edge, Advanced Equipment, Dirty Galaxy, Enchantments of Black Tokyo, Even Heavier Weapons, Ghosts and Promises: The Secrets of Kodiak Island, Guide to the Known Galaxy, Heavy Weapons, State of the Otherverse: Cybernetics Armory, The Otherverse Armory, The Modern Grimorie, Polymer Path, Psi-Watch Unlimited Edition, San Francisco 2107, War Drugs, Weapons of Rock & Roll, various others. Copyright 2008-2016, Otherverse Games. Author: Chris A. Field

The Cosmic Toybox, Fursona Unleashed, God Machines, The Heavy Grimorie, Horrors of the Lifechain, Shades and Spandex, Technology Unleashed, TMU: The Occult-Tech Arsenel, others. Copyright 2016-2019 Otherverse Games. Author: Chris A. Field

Infinite Space: Weapons of Starship Destruction, Copyright 2017, Louis Porter Jr. Design, Inc

Warp Speed! Copyright 2017, jointly held by LPJ Designs and Otherverse Games. Author: Chris A. Field

Enchantments of the Multiverse. Copyright 2019, Otherverse Games. Author: Chris A. Field

It Came from the Stars Campaign Guide, © 2013 Zombie Sky Press; Authors: John Bennett, Clinton J. Boomer, Chuck DiTusa, Scott Gable, Michael Kortes, Colin McComb, Richard Pett, John Pingo, David Schwartz, and Mike Welham.

Starjammer © 2017 Open Gaming LLC; Authors: Peter K. Ullmann, Kirby Flake, John Starjammer - Starfinder Compatible Edition © 2017 d20pfsrd.com Publishing; Authors: Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, Michael Ritter;

Conversion to Starfinder by Tyler Beck, Kim Frandsen, Michael Ritter, Peter K. Ullmann.